BIG IDEA PRODUCTIONS
Veggie Tales: Larryboy – The Series

Episode LB#001

Act IV Storyboard (B. Miller)
"Fly By Might"

REVISED 11/13/01

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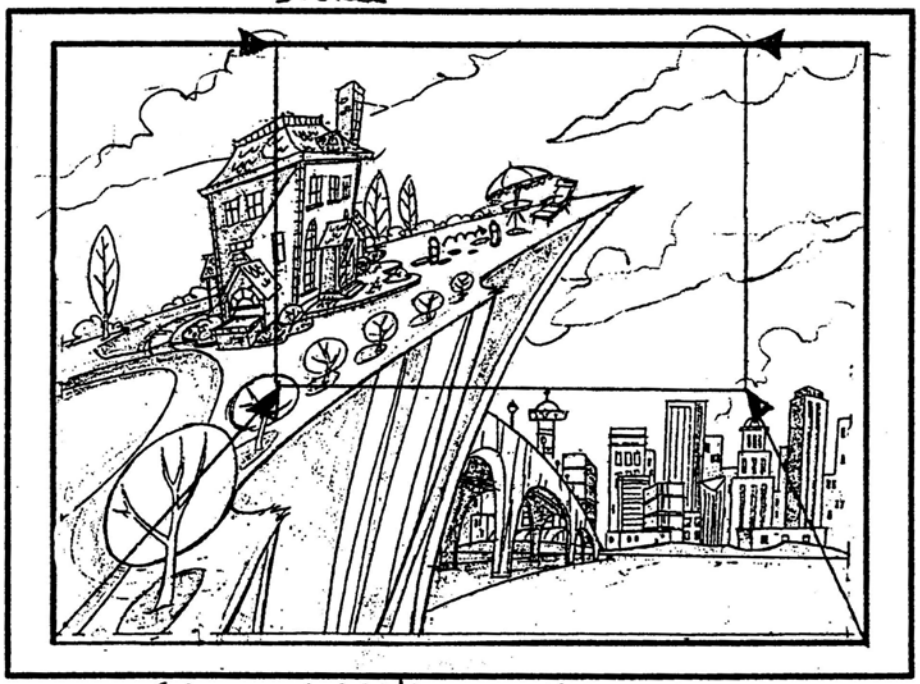
Episode: SHORT #1

Page 1

SC. BG.

FADE IN

SC. 1 LIGHT SOURCE BG.



EST. SHOT - LARRY MANSION ESTATE - LATE AFTERNOON

X-DISS

Action

TRUCK IN AS LARRY HOPS TOWARD LAWN CHAIR.

Dialog —

Reuse

Slug

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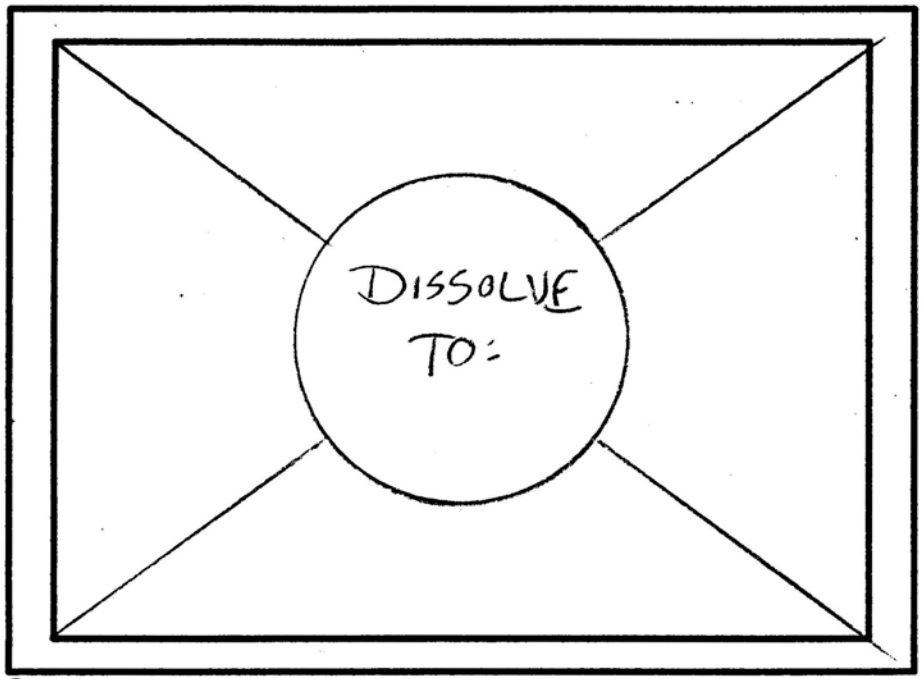
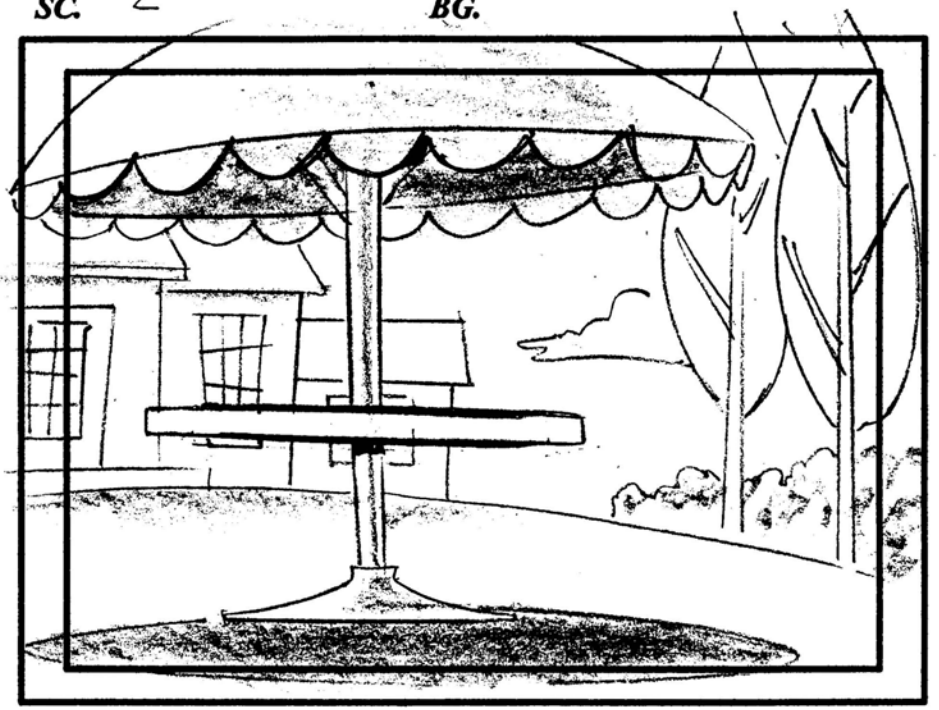
Episode: SHORT 1 **Page** 2

SC. *BG.*



Camera

SC. 2 *BG.*



WIDE ON TABLE

Action

Dialog

Reuse

Slug

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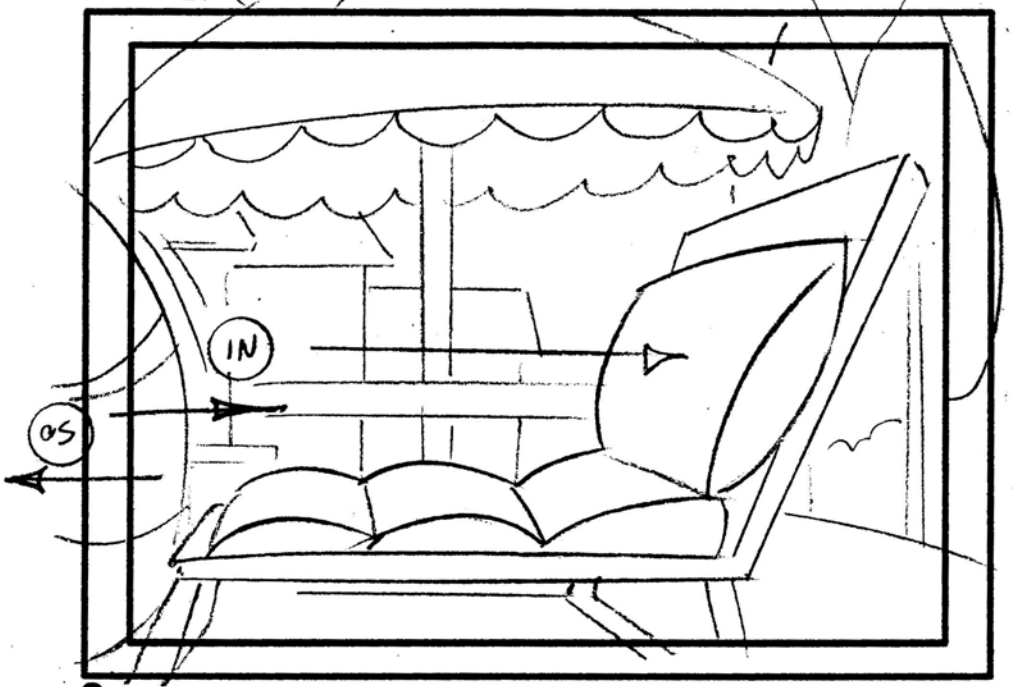
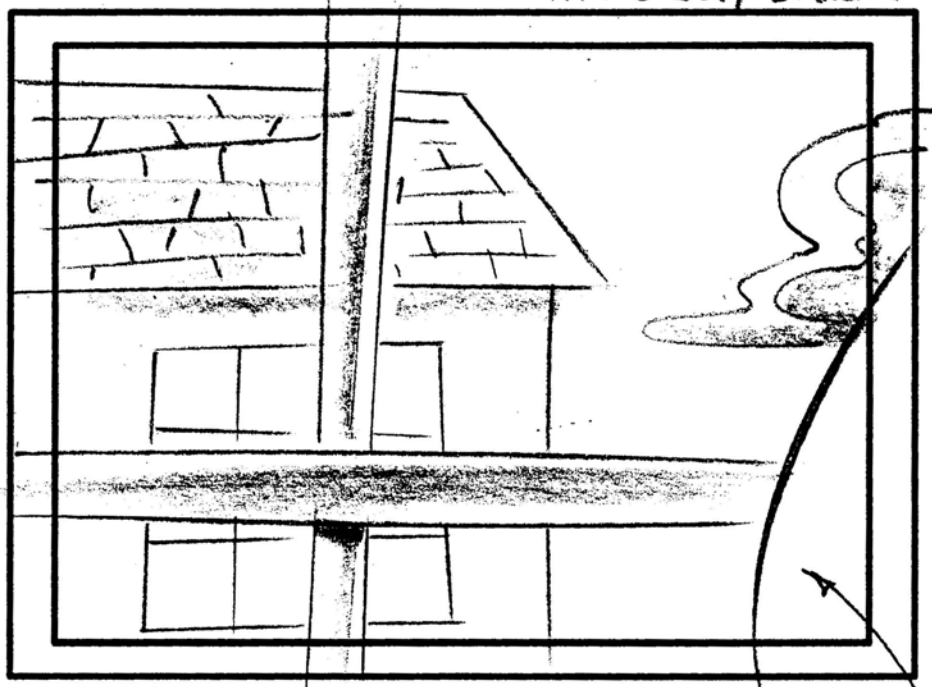
Episode: SHORT 1 **Page** 3

SC. 2 (CONT) BG.



SC. 3 BG. PAN SETUP/ SMALL FIELD



Camera L CUT CLOSE ON TABLE

Action LAWN CHAIR SLIDES INTO FRAME. AT EDGE WE SEE LARRY'S BODY PUSHING CHAIR, THEN IT EXITS. PREPOSE

Dialog

Reuse

Slug

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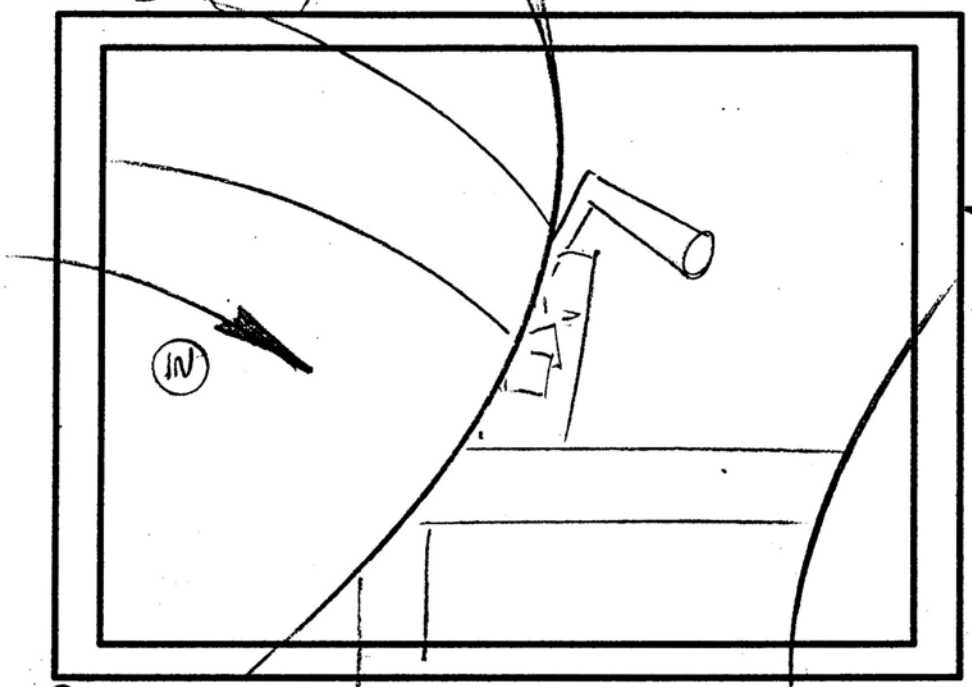
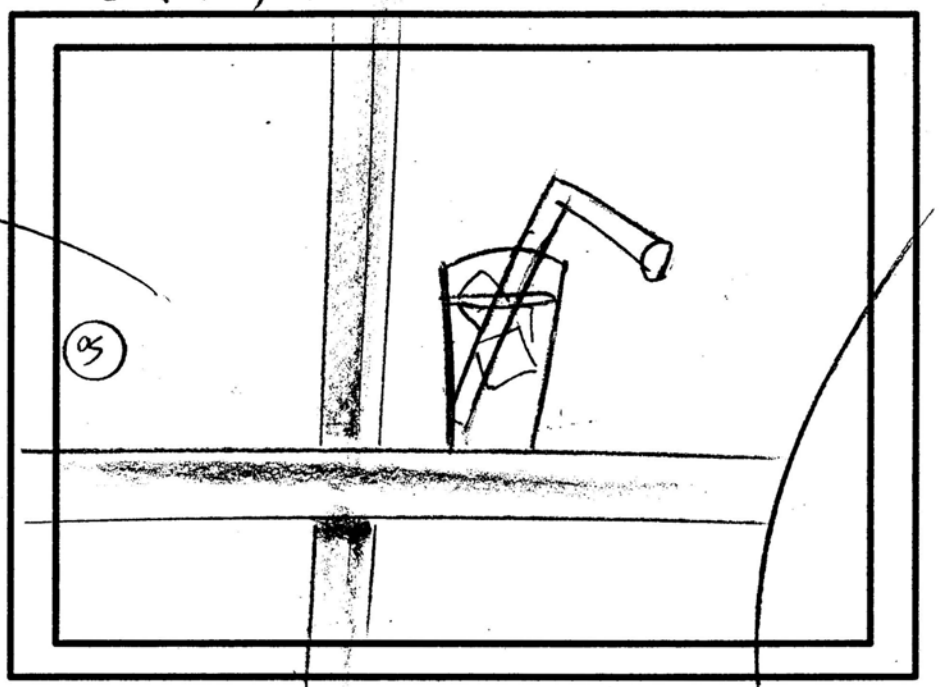
SC. 3 (CONT) BG.



SC. 3 (CONT) BG.



Camera

Action LARRY PLACES GLASS AND STRAW ONTO TABLETOP.

LARRY EXITS CAMERA LEFT.

Dialog

Reuse

Slug

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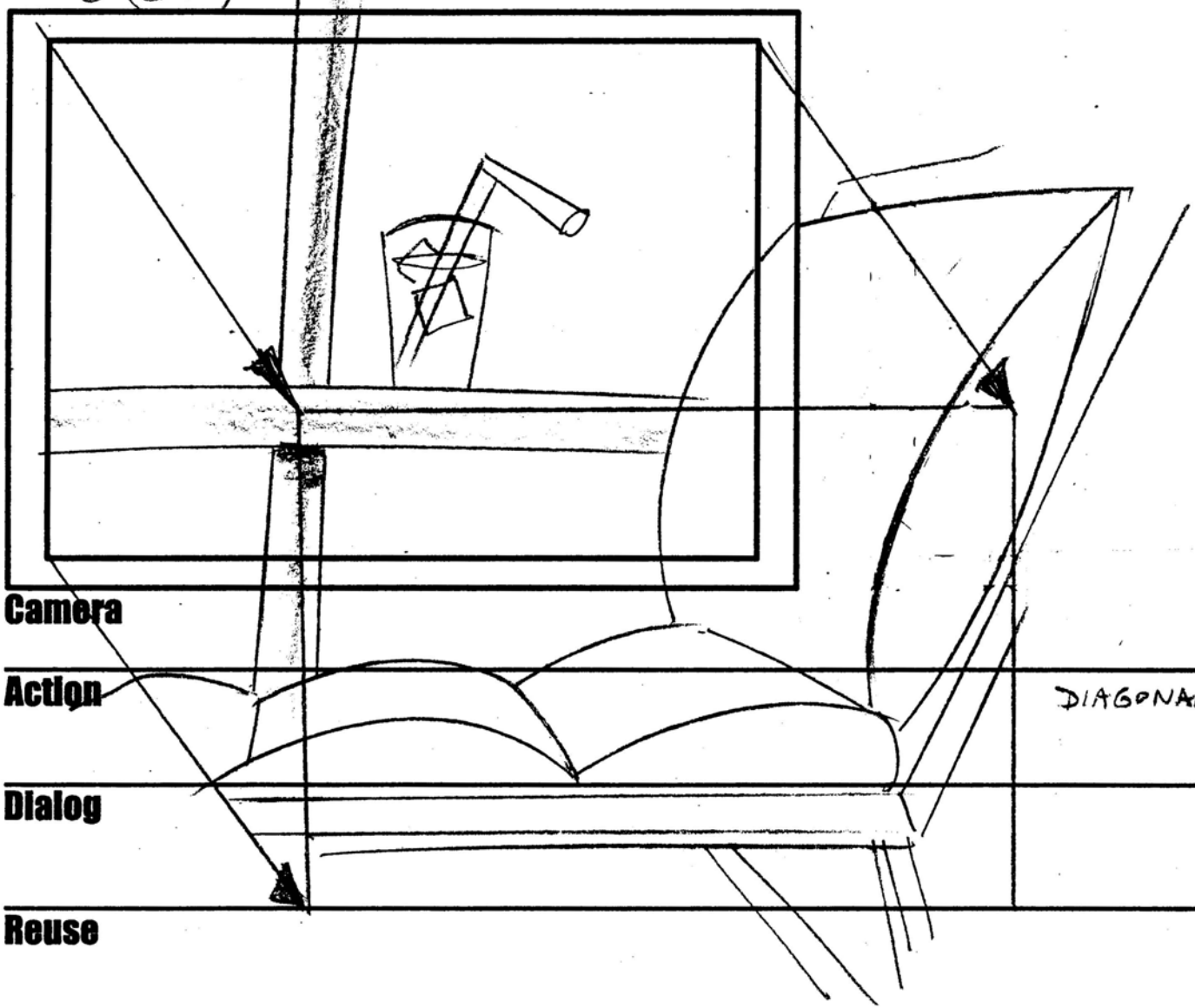
Episode: SHORT 1 **Page** 5

SC. 3 (CONT) BG. BG.



Camera

Action DIAGONAL PAN DOWN ON CHAIR.

Dialog

Reuse

Slug

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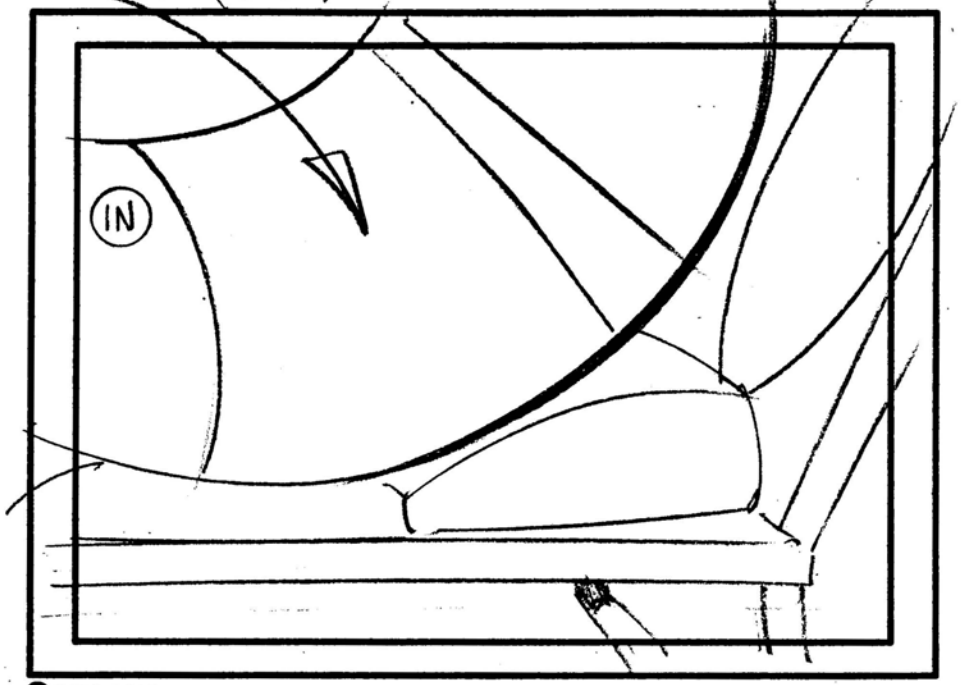
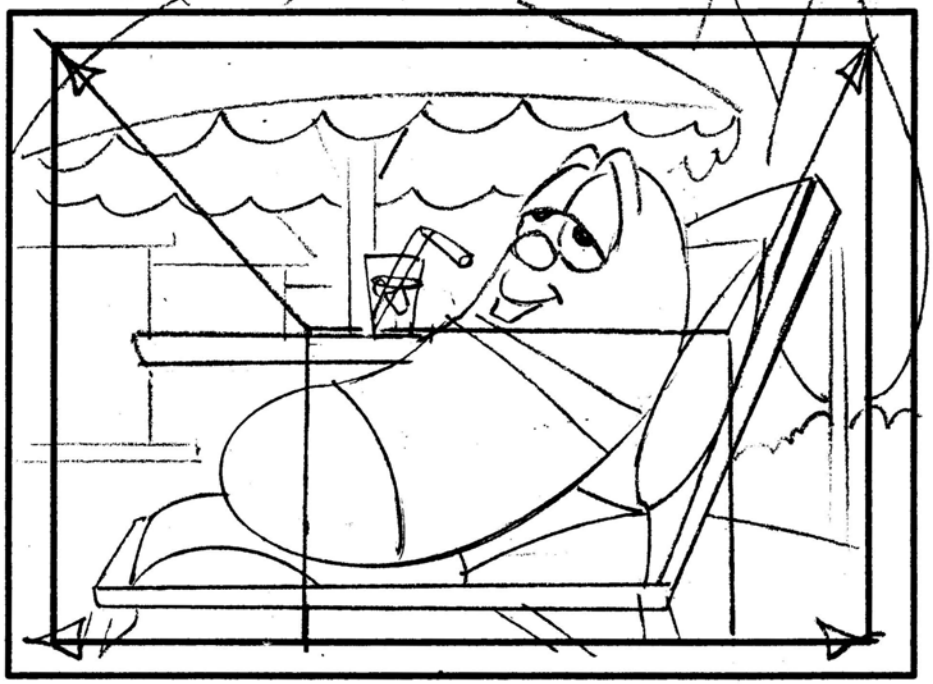
Episode: SHORT 1 **Page** 6

SC. 3 (CONT) BG.



SC. 3 (CONT) BG.



Camera TRUCK OUT WIDE

Action LARRY'S BODY BENDS INTO CHAIR

Dialog

Reuse

Slug

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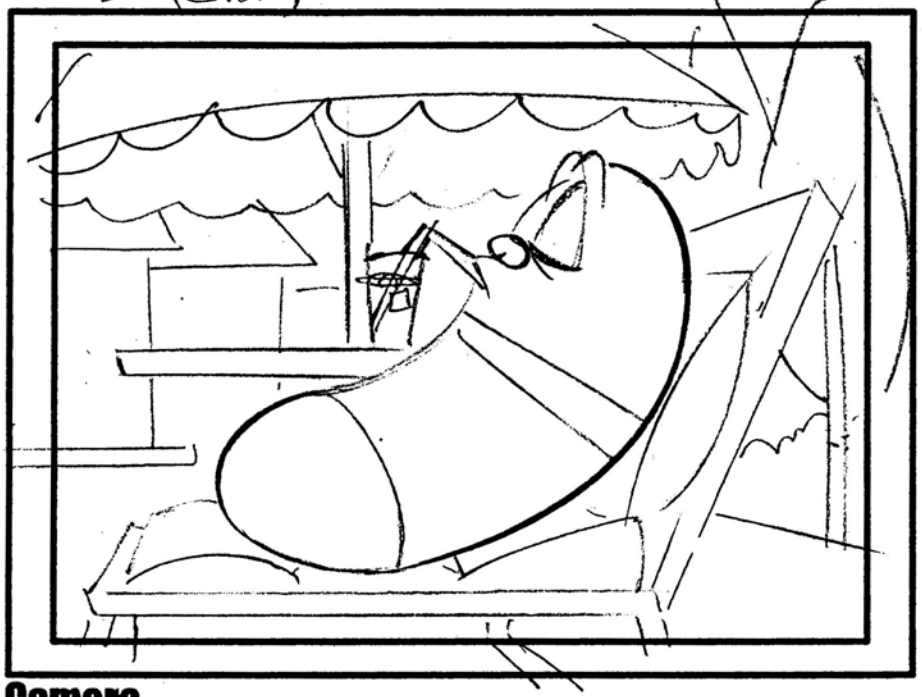
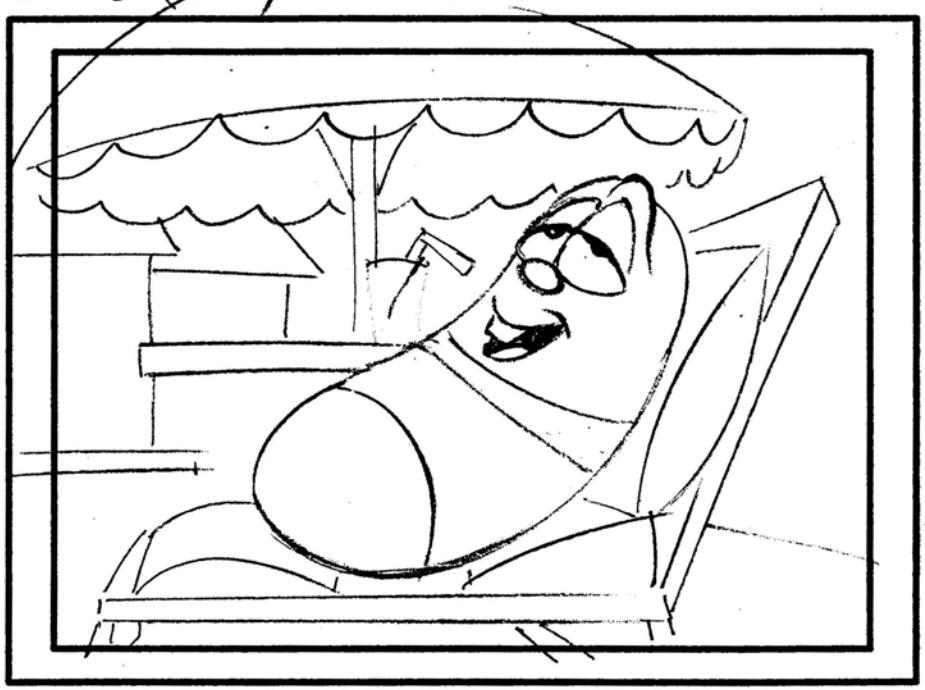
SC. 3 (CONT) BG.



SC. 3 (CONT) BG.



Camera

Action LARRY SIPS THROUGH STRAW

LARRY RELAXES
(STOMACH INHALES, EXHALES)

Dialog

SFX: SIPPING

Reuse

Slug

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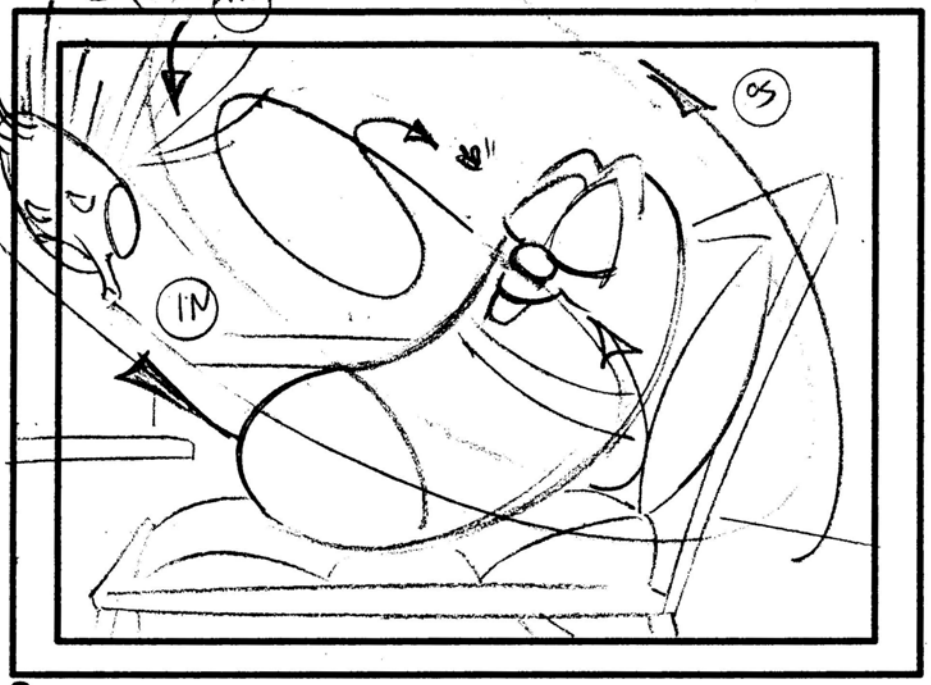
SC. 3 (CONT) IN BG.



SC. 4 BG.

Camera HU OUT C.U. LARRY

Action LARRY CLOSES HIS EYES. AFTER A BEAT, A FLY BUZZES INTO VIEW, LARGE TO SMALL IN PERSPECTIVE. IT FLIES AROUND LARRY FLY HOVERS NEAR LARRY, THEN LANDS ON HIS NOSE.

Dialog

Reuse

Slug

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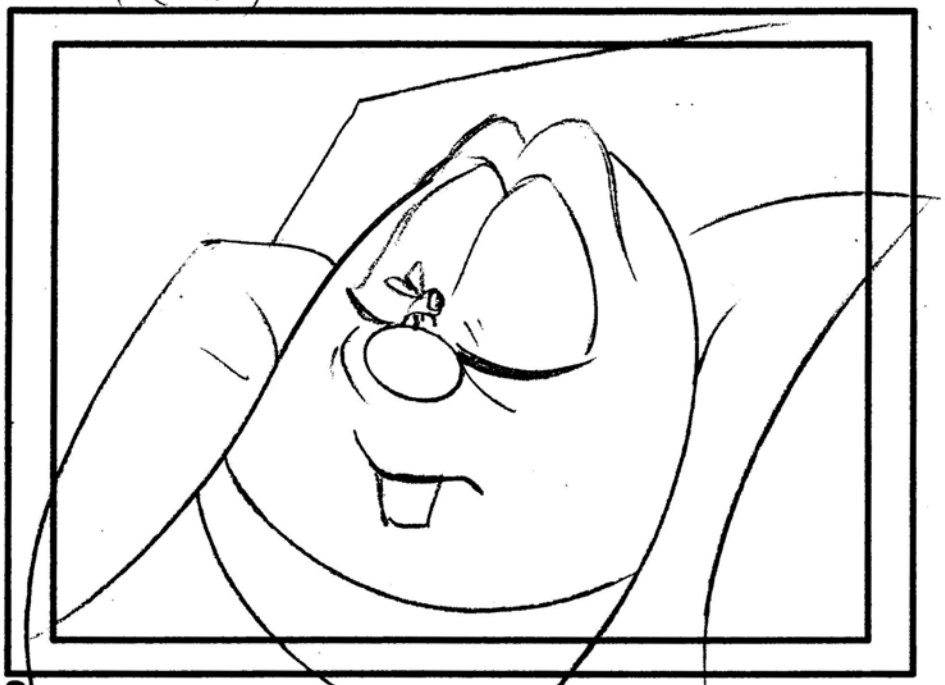
Episode: SHORT 1 **Page** 9

SC. 4 (CONT) *BG.*



SC. 4 (CONT) *BG.*

Camera

Action NOSE TWITCHES

LARRY OPENS EYES, SEES FLY.

Dialog

Reuse

Slug

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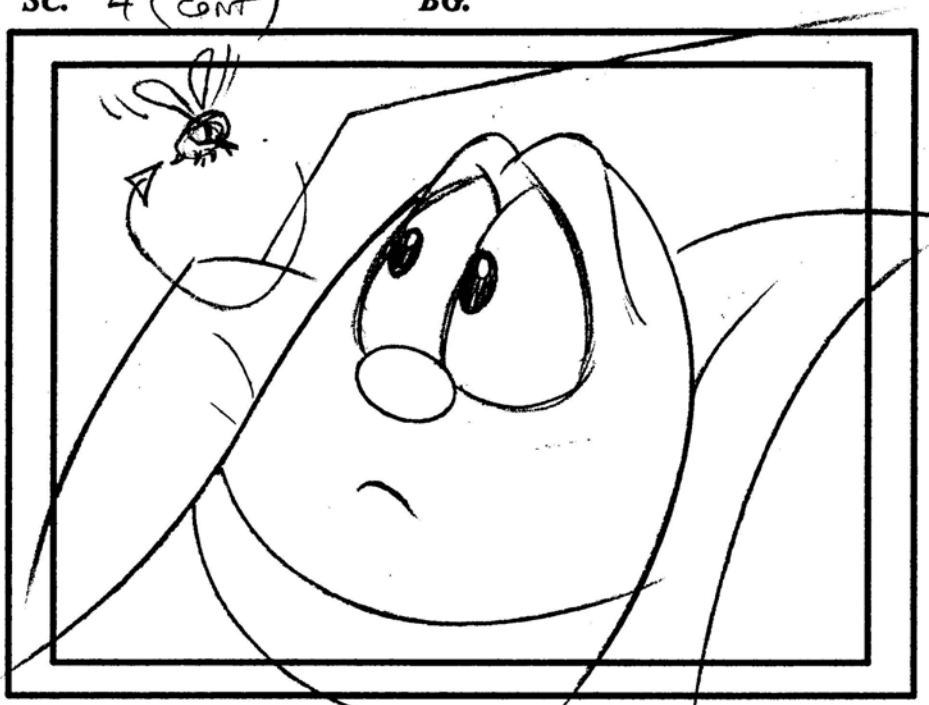
SC. 4 (CONT) *BG.*

SC. 4 (CONT) *BG.*



Camera

Action LARRY TWITCHES NOSE, MOUTH. FLY LEAVES ... LARRY'S EYES FOLLOW FLY.

Dialog

Reuse

Slug

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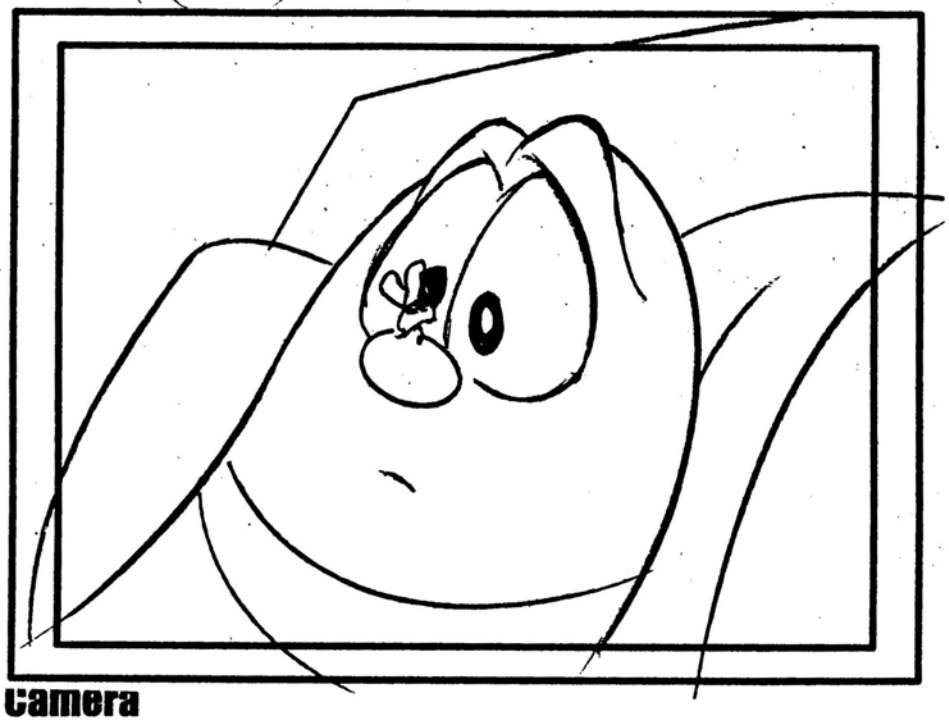
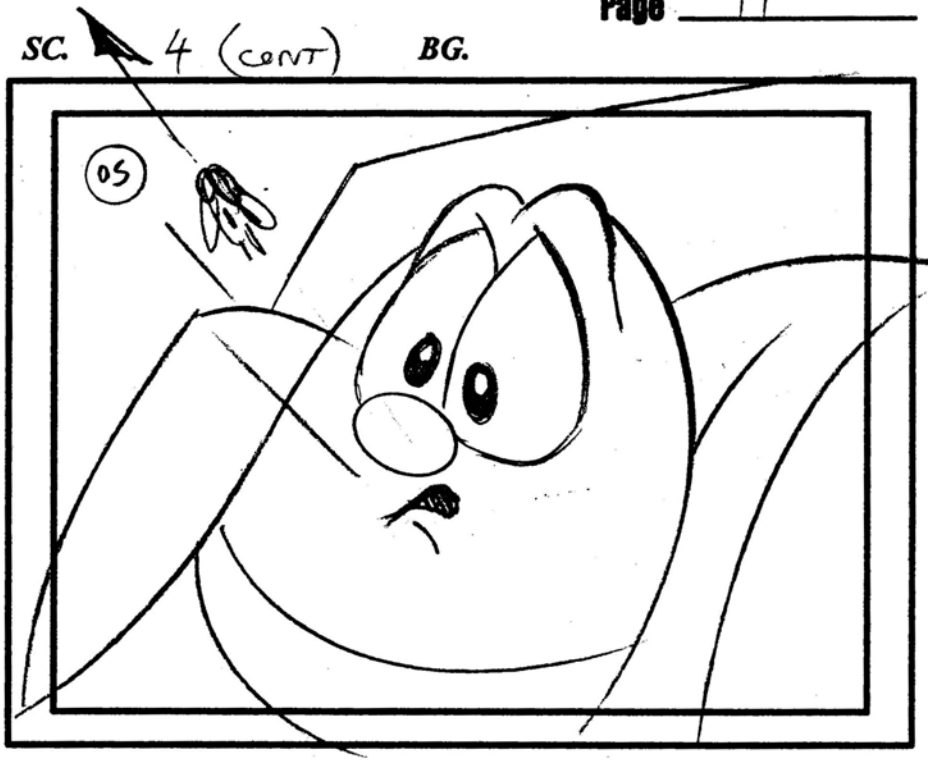
SC. 4 (CONT) BG.



SC. 4 (CONT) BG.



CUT

Camera

Action FLY LANDS BACK ON THE NOSE.

LARRY BLOWS AWAY THE FLY IN A SINGLE PUFF.

Dialog

SFX: PUFF.

Reuse

Slug

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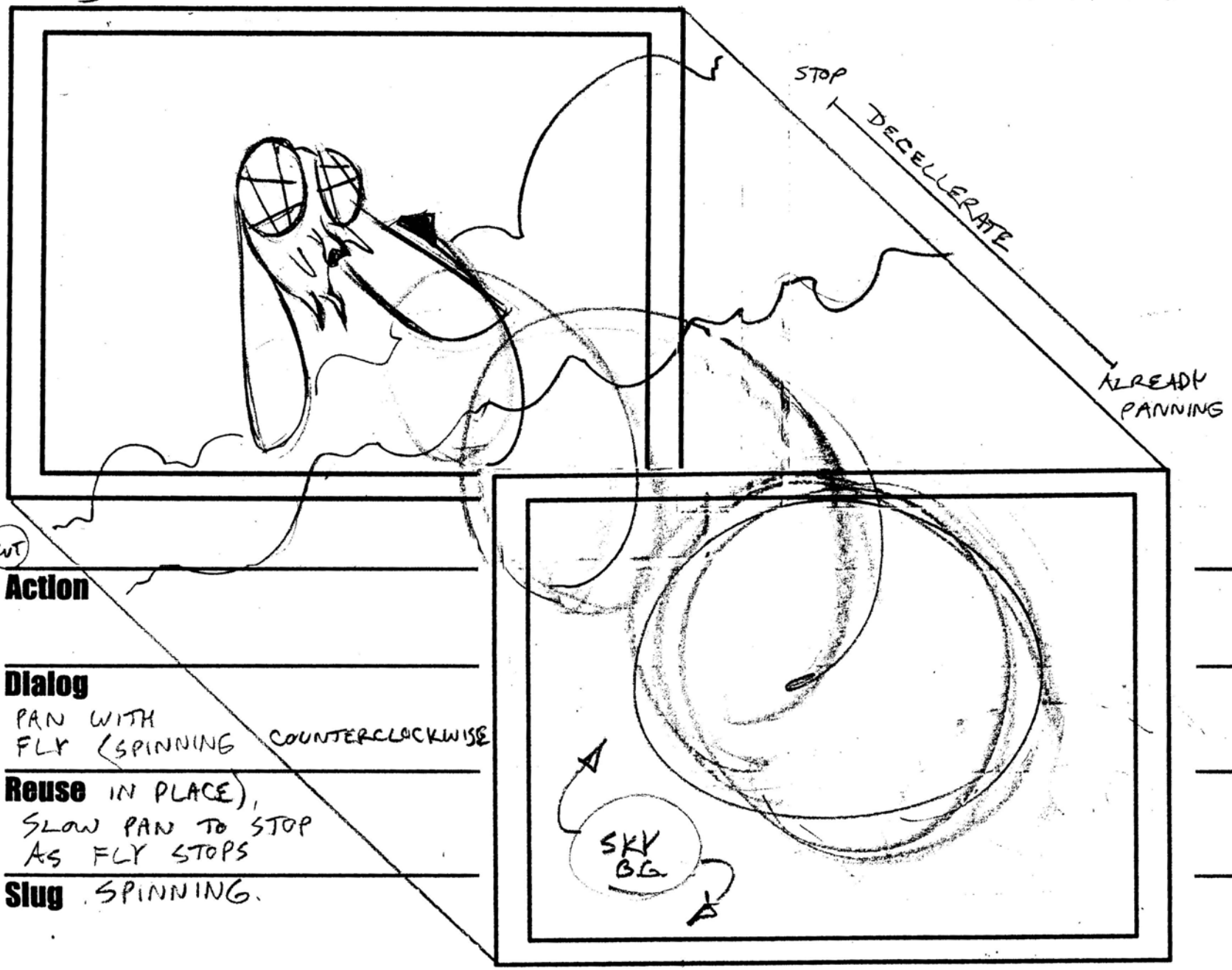
SC. 5 BG. BG.



Action

Dialog

PAN WITH FLY (SPINNING COUNTERCLOCKWISE IN PLACE),

Reuse SLOW PAN TO STOP AS FLY STOPS

Slug SPINNING.

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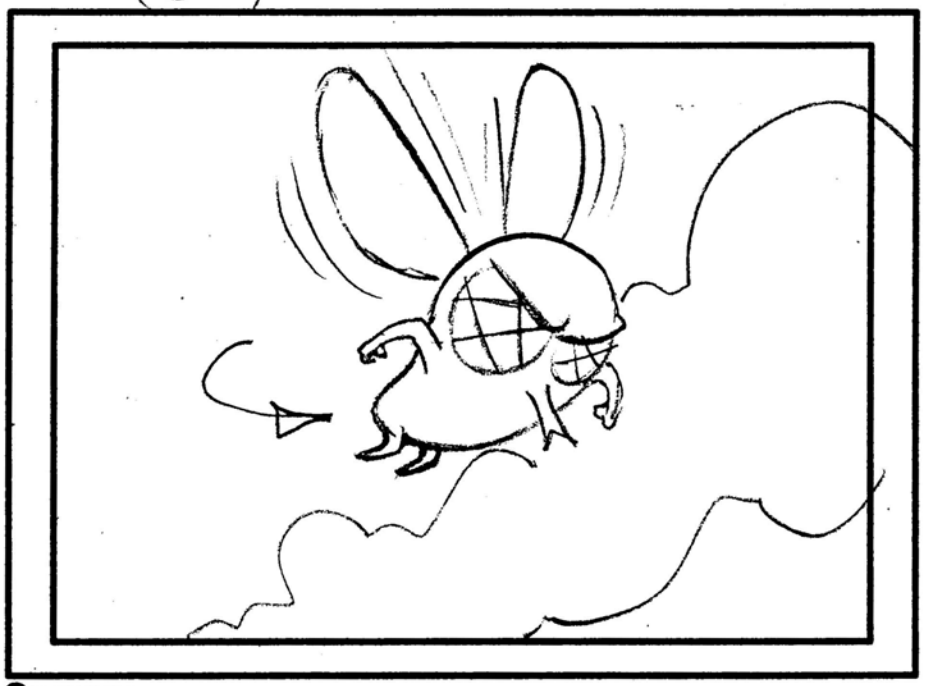
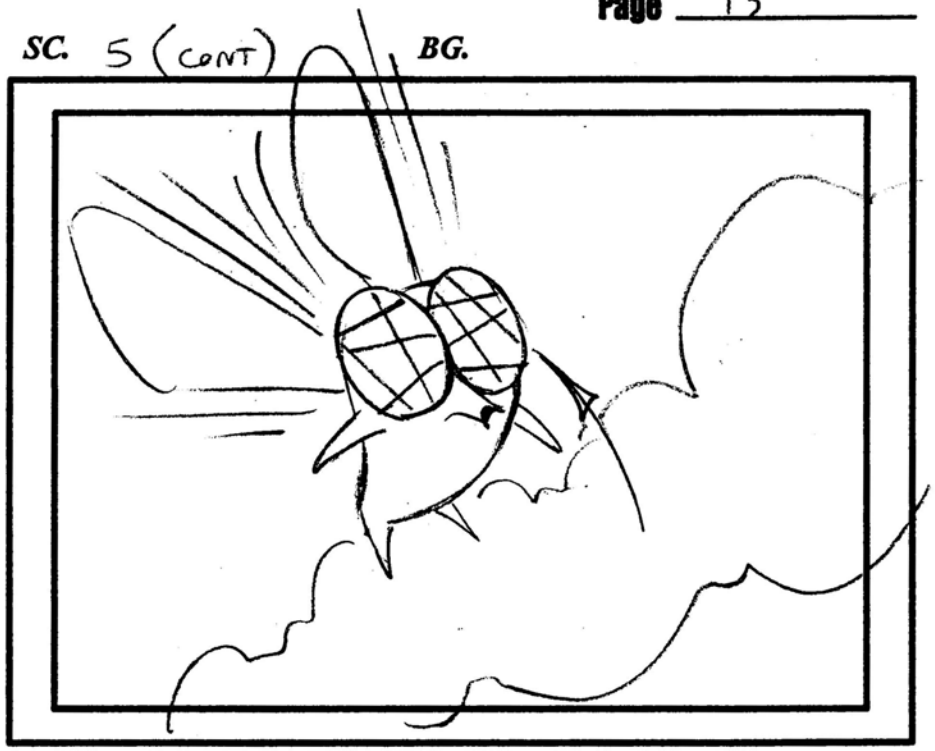
SC. 5 (CONT) BG.



SC. 5 (CONT) BG.



Camera

Action FLY ASSUMES ANGRY POSTURE. FLY "TAKES" AS...

Dialog

Reuse

Slug

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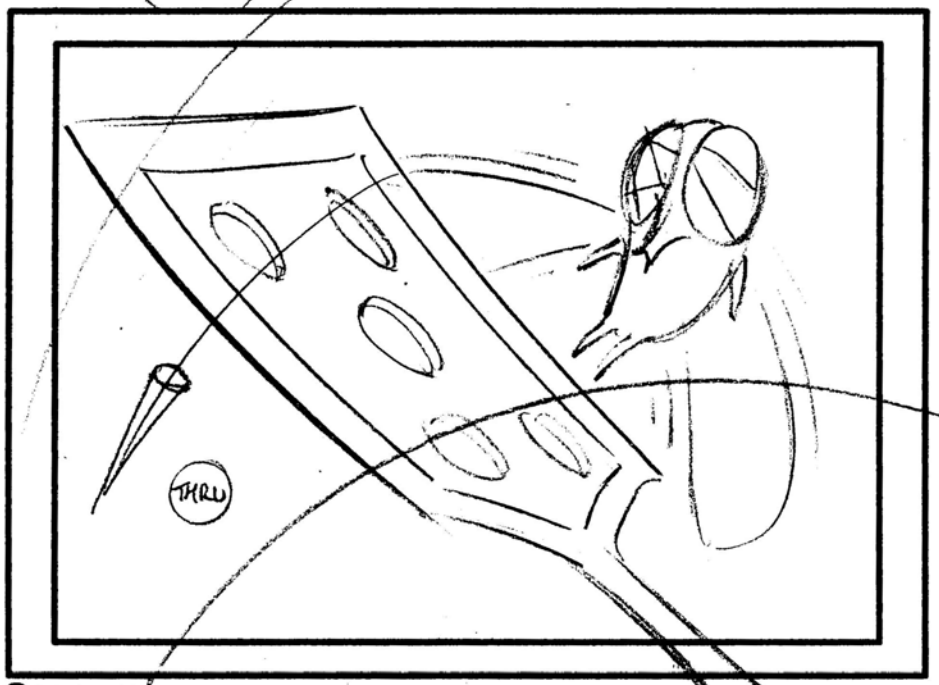
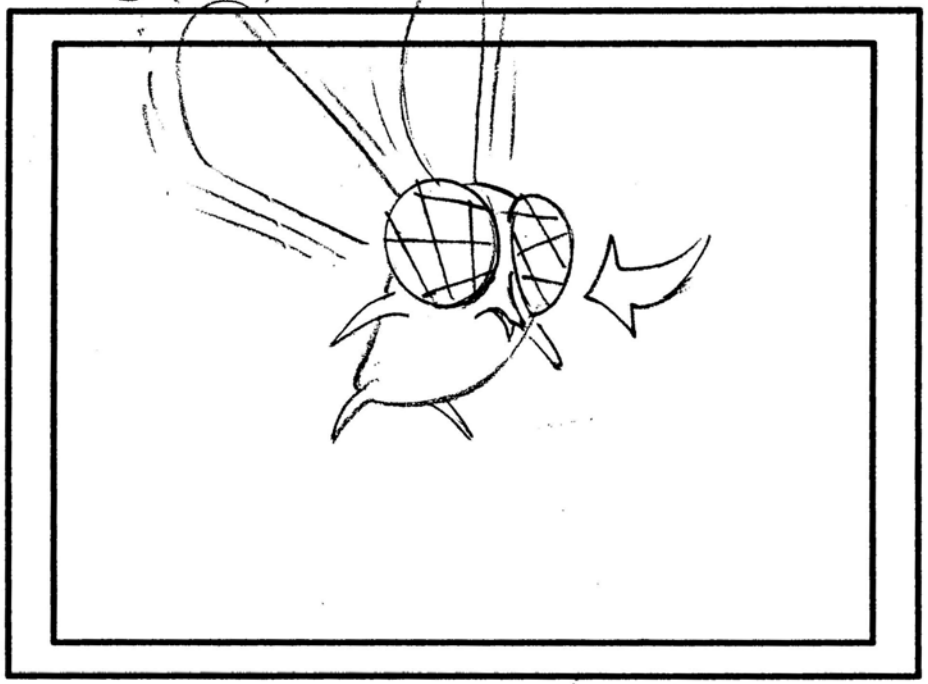
SC. 5 (CONT) BG.



SC. 5 (CONT) BG.



Camera

Action A FLYSWATTER ZIPS THROUGH FRAME. FLY DODGES IT

FLY WINGS BACK INTO PLACE.

Dialog

Reuse

Slug

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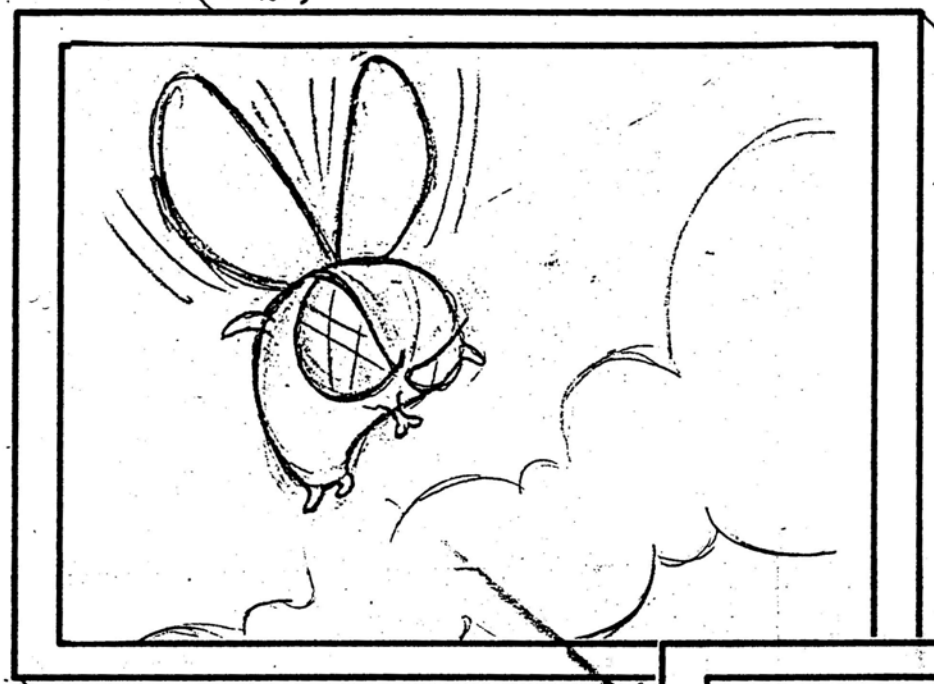
Episode: Short #1

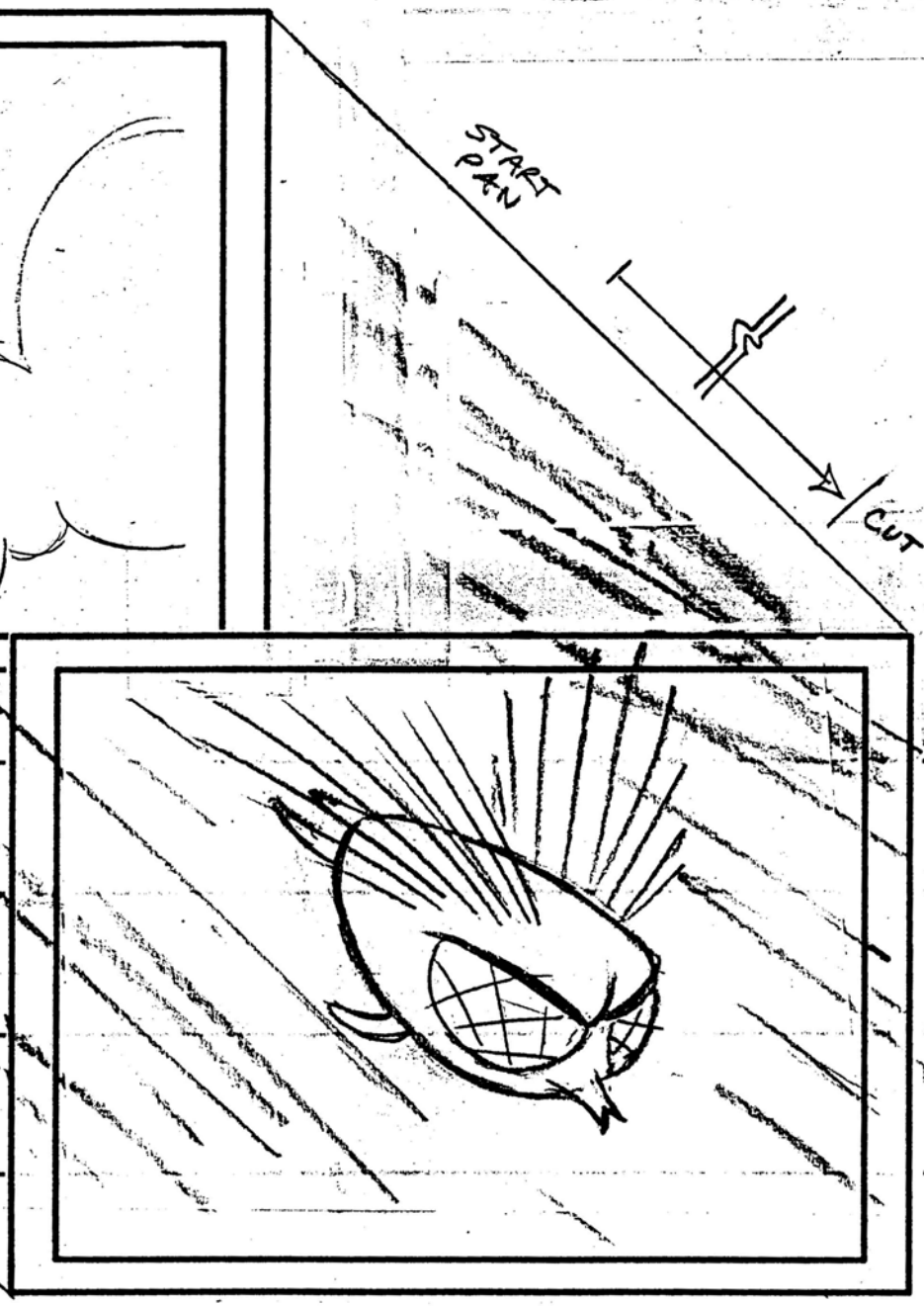
PAGE 14-B IS IN CAT

Page 14-A

SC. 5 (CONT) BG.



SC. BG.



Camera

Action

Dialog

Reuse

Slug

(CUT) DURING PAN

ANGRY FLY GOES INTO DIVE WITH PAN OF SPEED LINES

FLY GROWS IN PERSPECTIVE (SUBTLE)

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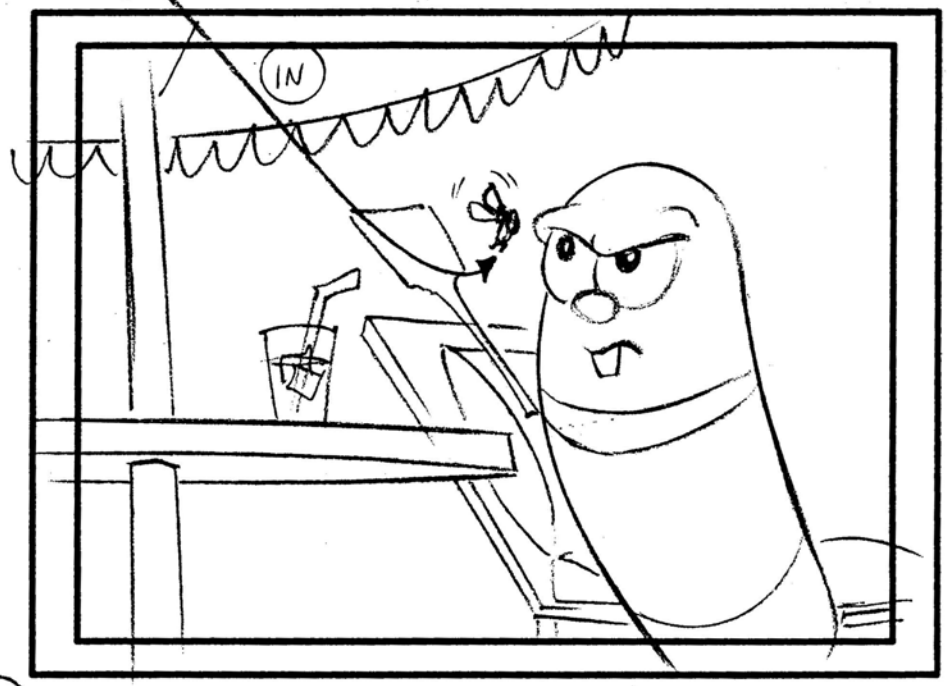
SC. BG.

PANEL OUT

SC. 6 BG.



Camera CUT WIDE ON LARRY

Action FLY BUZZES IN.

Dialog

Reuse

Slug

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SC. 6 (CONT) BG.

SC. 6 (CONT) BG.

Camera

Action LARRY ANTICS BACK TO SWAT FLY.

FLY DODGES AS LARRY SWATS. GLASS JIGGLES ON IMPACT.

Dialog

Reuse

Slug

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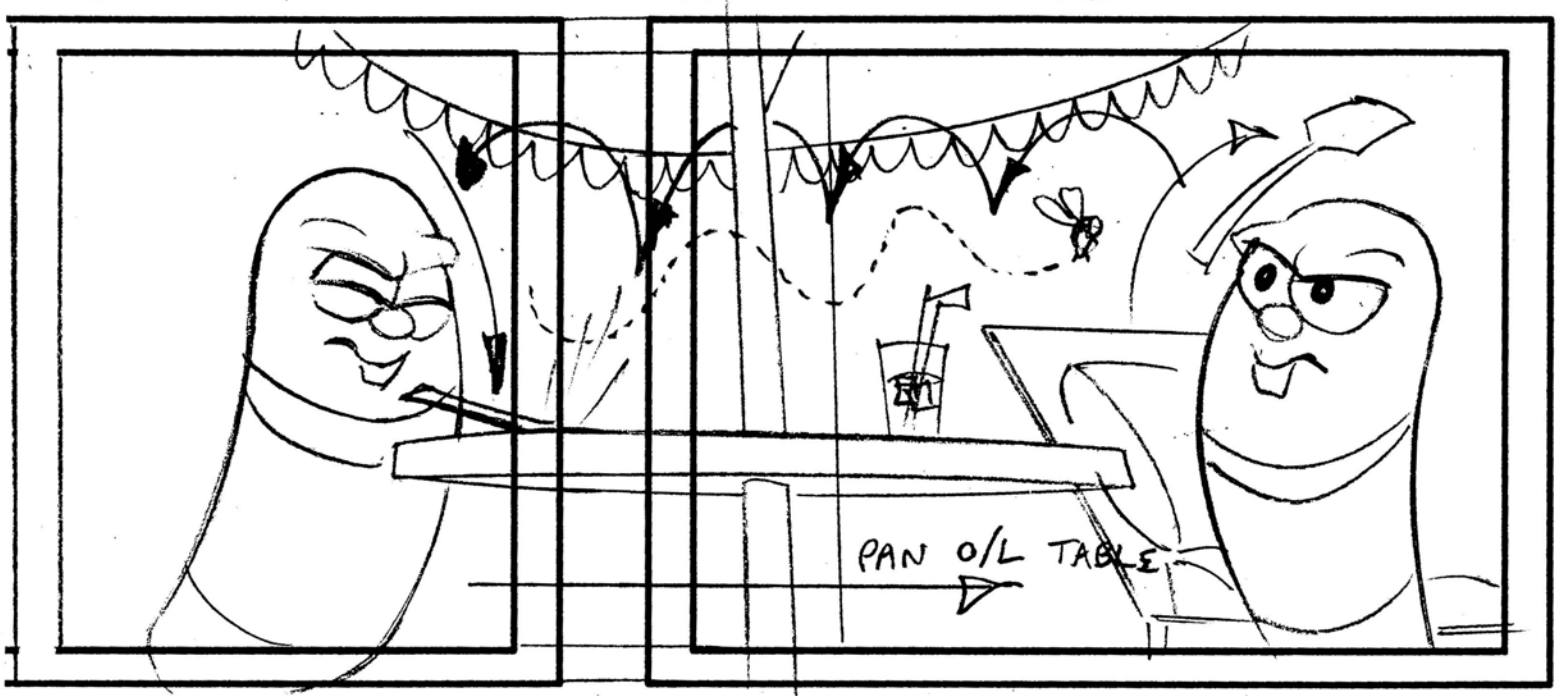
Episode: SHORT 1 **Page** 16

SC. 6 (CONT) BG. STOP SC. START BG.



Camera PAN LEFT WITH LARRY AS HE SWATS AT THE FLY, HITTING THE TABLE FOUR TIMES. HV CUT

Action F.G. TABLE PANS LEFT TO RIGHT DURING SWATS. FLY SUCCESSFULLY DODGES BLOWS.

Dialog

SFX: SWAT! (FOUR TIMES RAPIDLY)

Reuse

Slug

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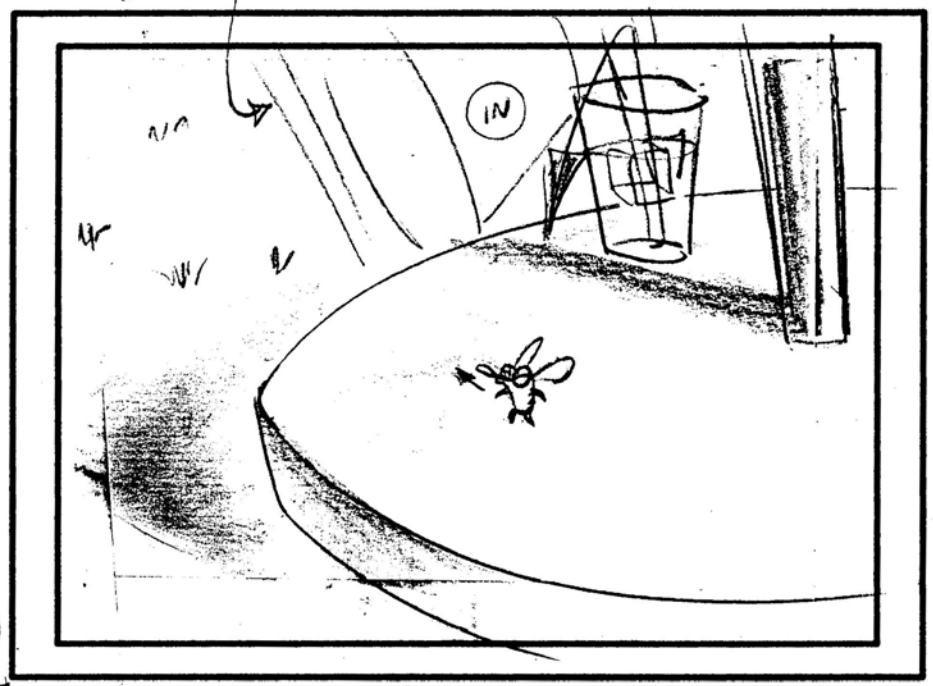
SC. *BG.*

PANEL OUT

CUT

SC. 7 *BG.*



Camera

HU

DOWNSHOT TABLE

Action

FLY DROPS INTO VIEW, LANDS ON TABLE, STICKS TONGUE OUT.

Dialog

SFX: RASPBERRY

Reuse

Slug

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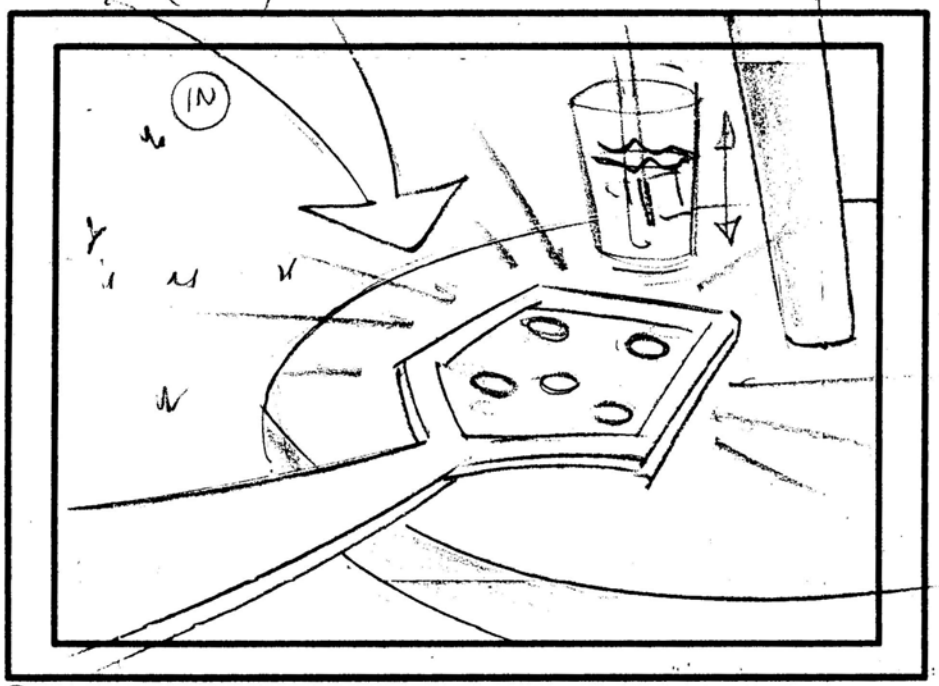
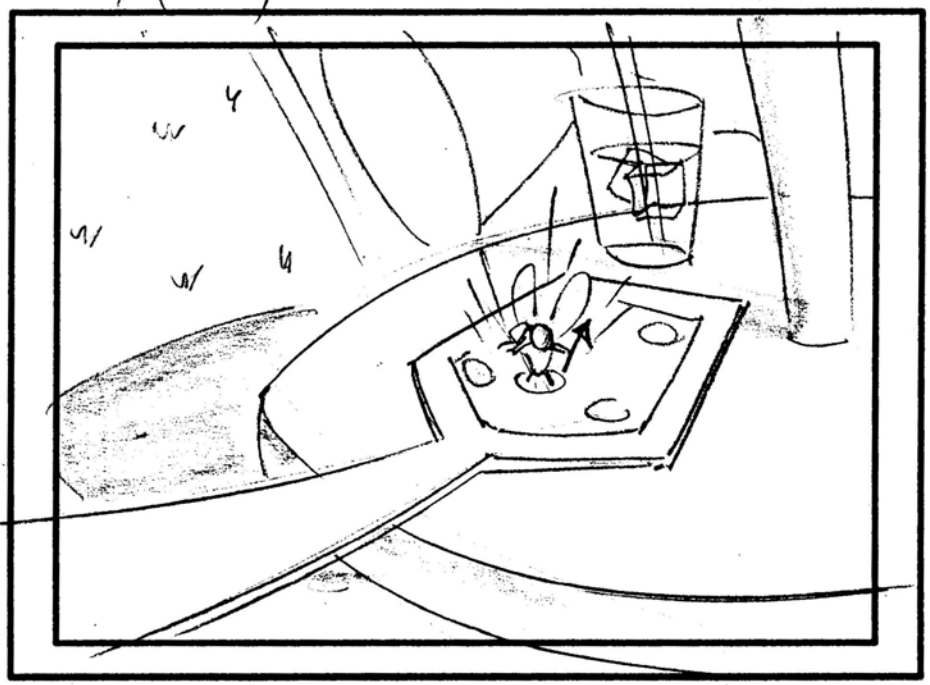
SC. 7 (CONT) *BG.*



SC. 7 (CONT) *BG.*



Camera

Action FLYSWATTER INTO VIEW, SLAPS TABLE
WATER IN GLASS JOSTLED.

A BEAT, THEN FLY POPS THROUGH HOLE.

Dialog

SFX: SWAT!

SFX: STRETCH POP

Reuse

Slug

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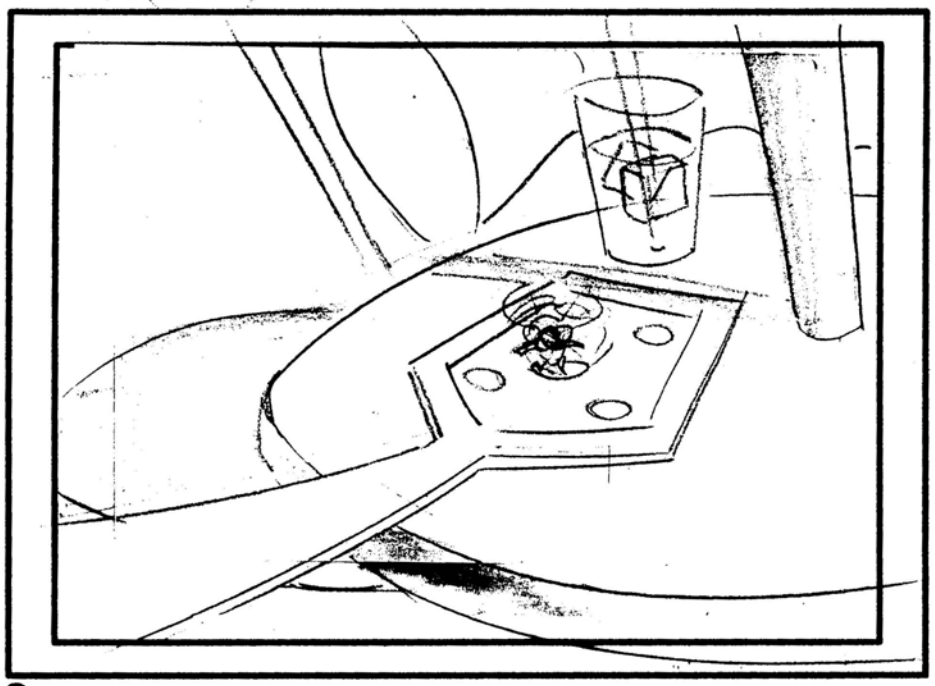
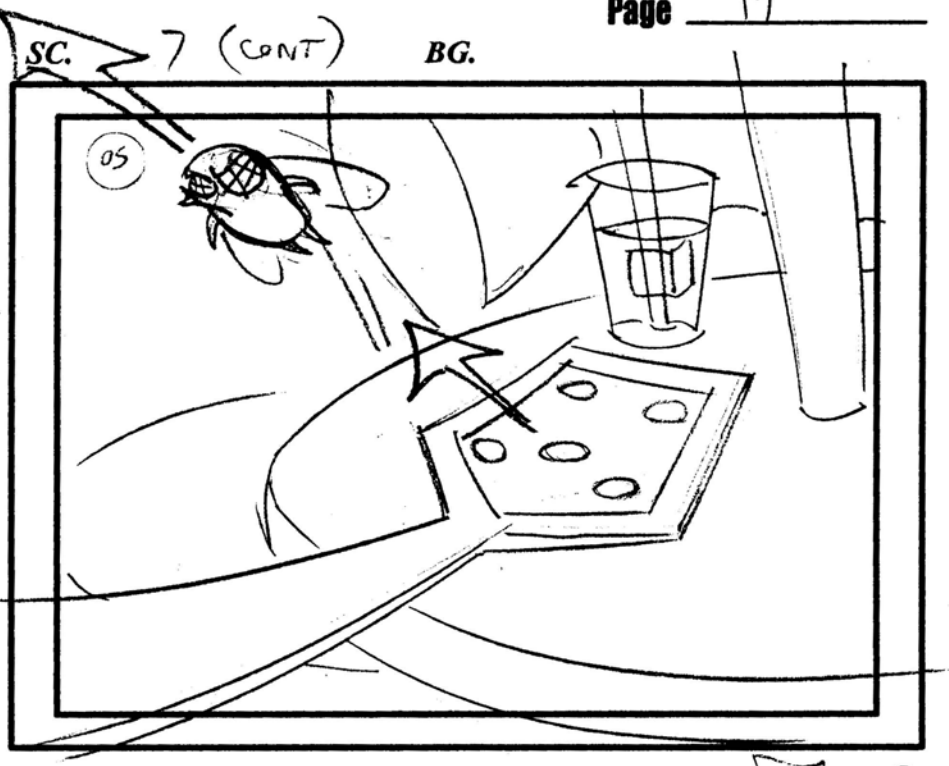
SC. 7 (CONT) BG.



SC. 7 (CONT) BG.



Camera MU CUT

Action FLY RECOVERS (SHAKES HEAD)

FLY ZOOMS UP, EXITS FRAME 3/4 PERSPECTIVE.

Dialog

Reuse

Slug

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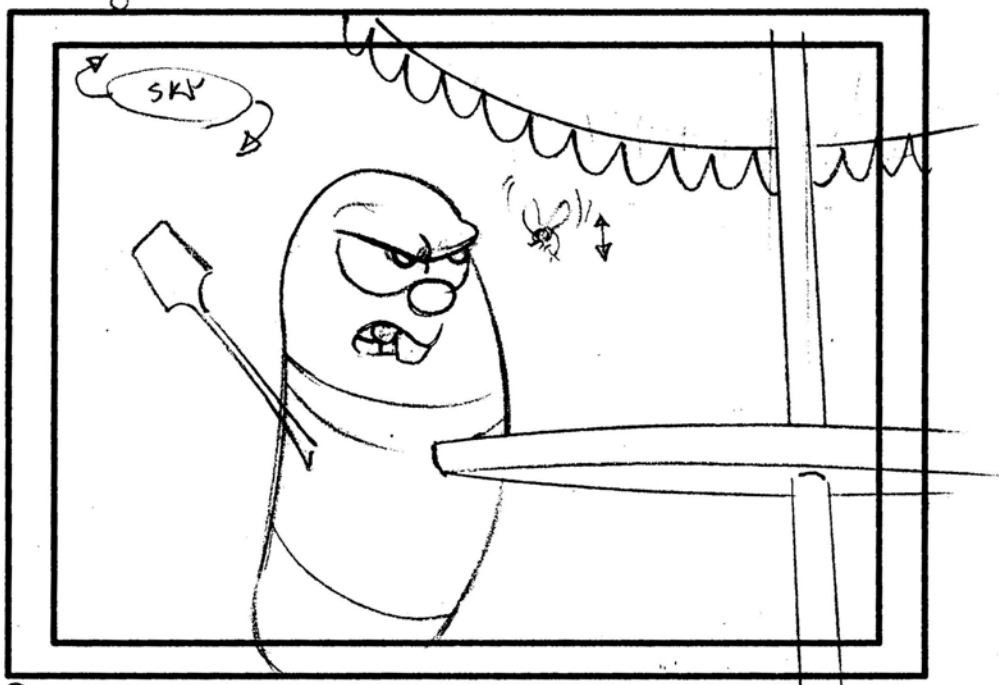
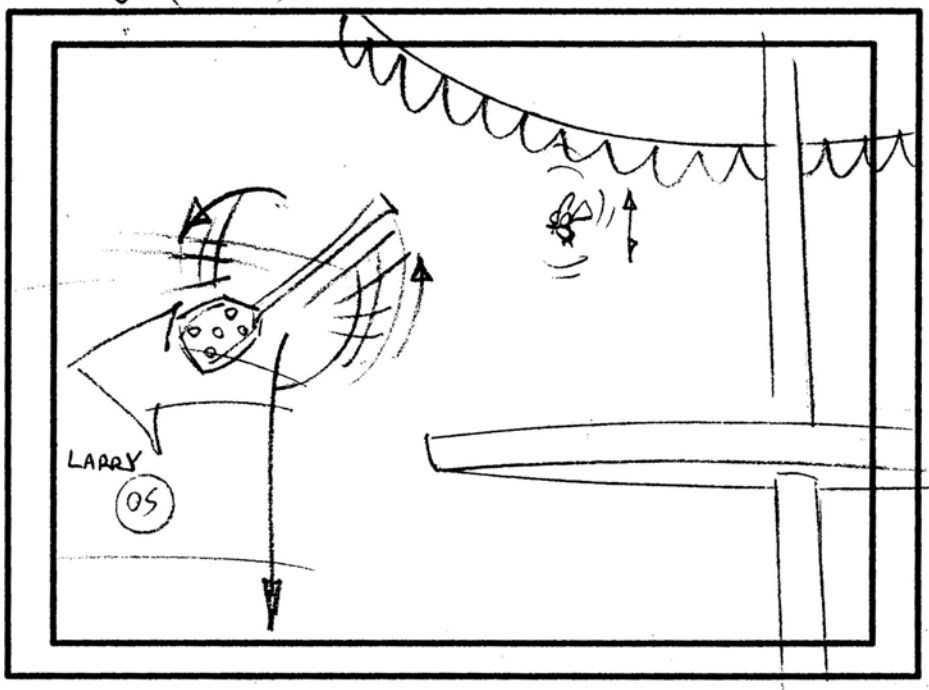
SC. 8 BG.



SC. 8 (CONT) BG.



Camera UPSHOT — EXT. TABLE

CUT MU

Action FLY HOVERS IN FRONT OF LARRY, WHO GRIMACES.

LARRY ZIPS O.S. LEFT, IN PROFILE. FLY HOVERS. SWATTER SPINS COUNTER-CLOCKWISE IN PLACE, THEN FALLS.

Dialog

Reuse

Slug

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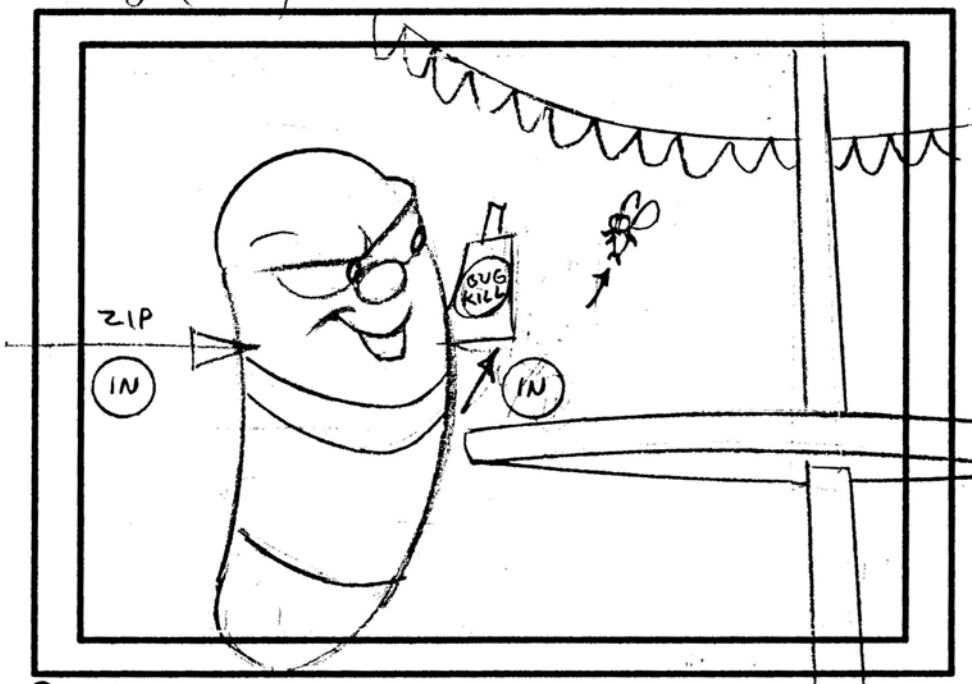
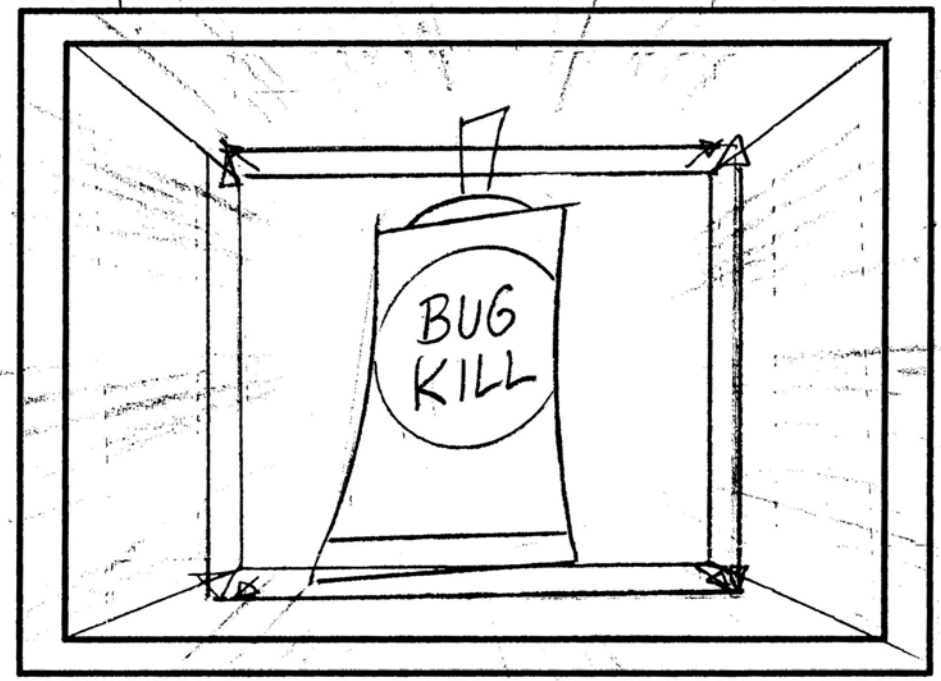
SC. 8 (CONT) *BG.*



SC. 9 *BG.*



Camera

CUT

OVERLAPPING ACTION — QUICK TRUCK IN

CUT

Action LARRY ZIPS INTO VIEW.
RAISES INSECTICIDE INTO VIEW
FLY BACKS AWAY.

Dialog

Reuse

Slug

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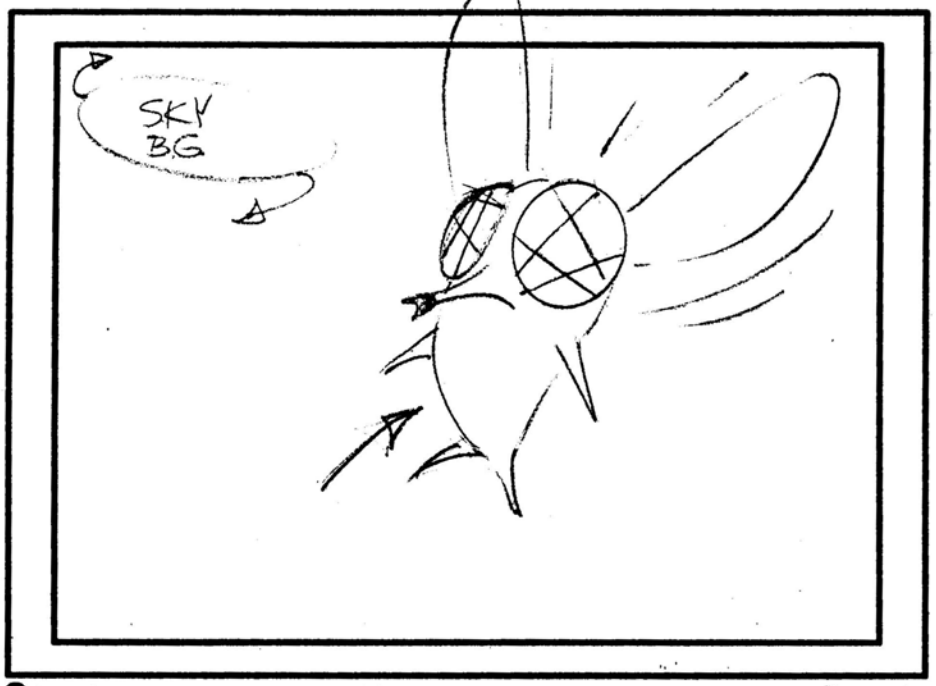
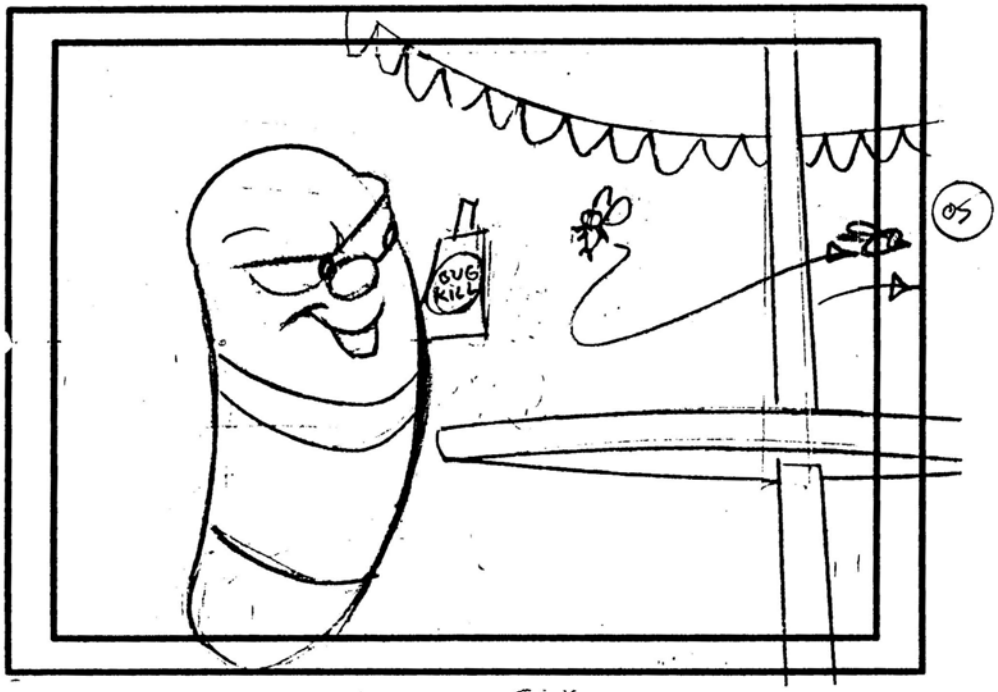
SC. 10 *BG.*



SC. 11 *BG.*



Camera C.U. FLY — HU (CUT) — WIDE ON LARRY AND FLY (CUT)

Action FLY "TAKES" — FLY TAKES OFF, EXITS O.S. RIGHT

Dialog

Reuse

Slug

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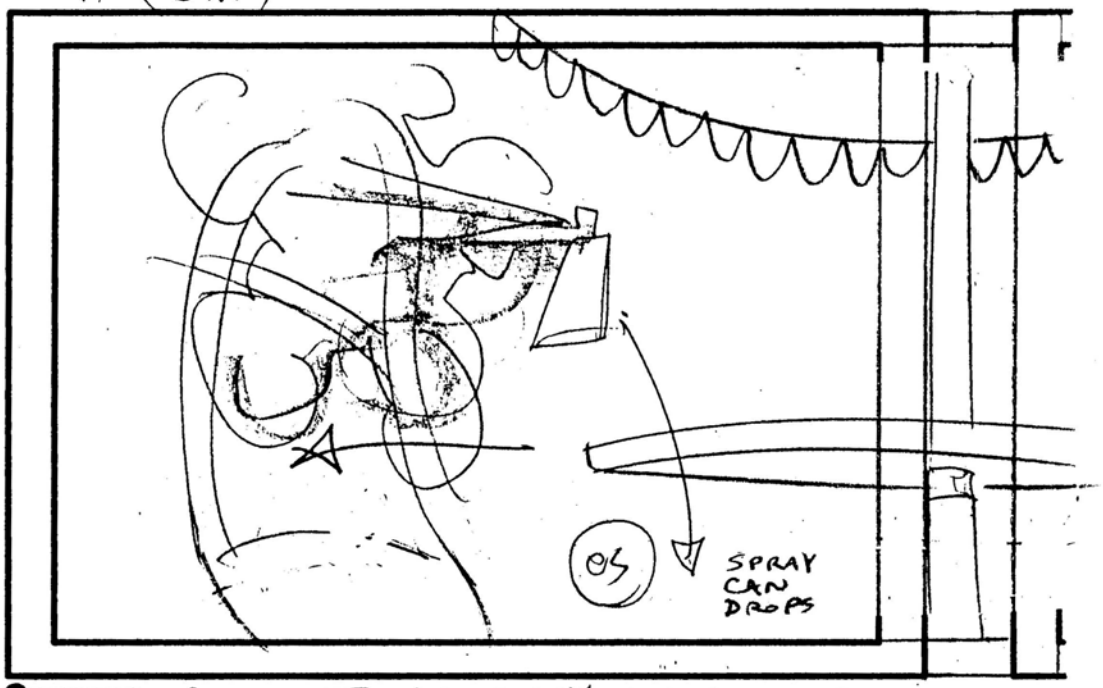
SC. 11 (CONT) *BG.* STOP START *SC.* *BG.*



Camera PAN LEFT AS SPRAY DISCHARGES

Action LARRY SPRAYS HIMSELF

Dialog

Reuse

Slug

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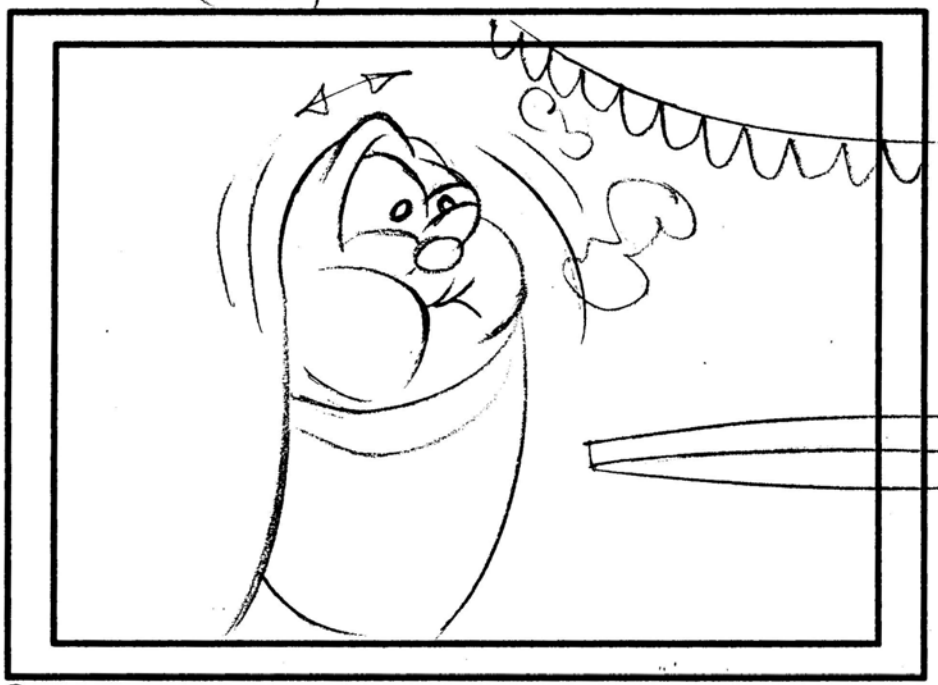
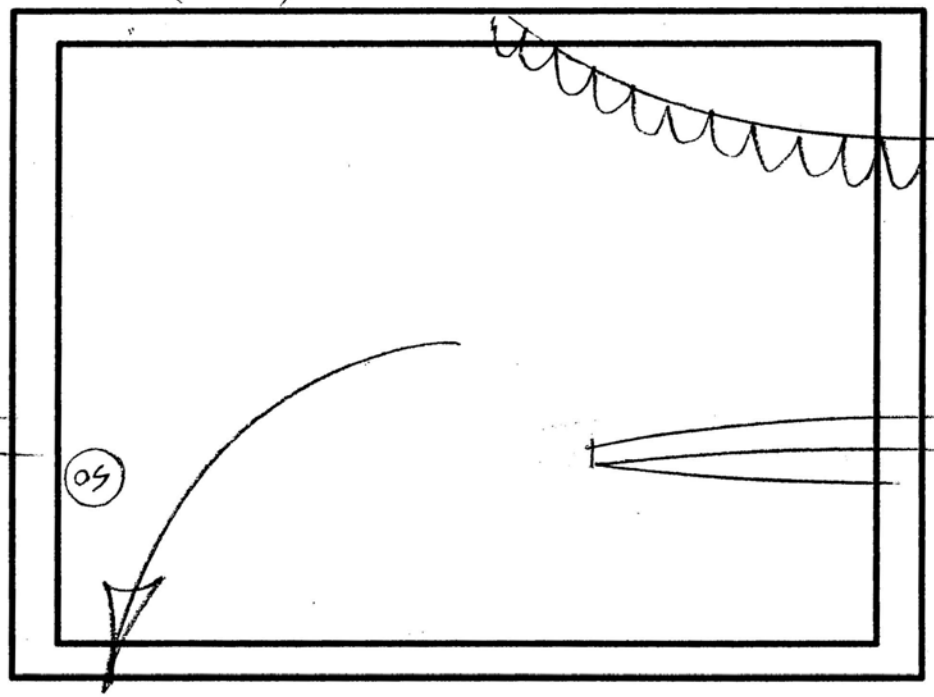
SC. 11 (CONT) BG.



SC. 11 (CONT) BG.



Camera

Action SPRAY DISSIPATES TO REVEAL SICK LARRY TURNING BLUE HE SWAYS A BEAT.

LARRY FALLS BACKWARD O.S.

Dialog

Reuse

Slug

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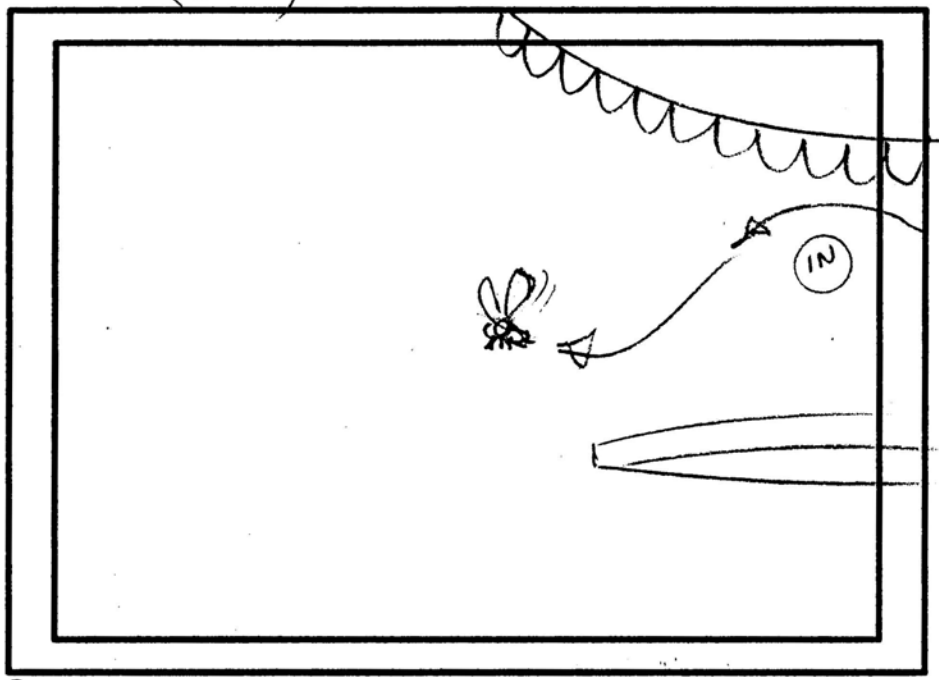
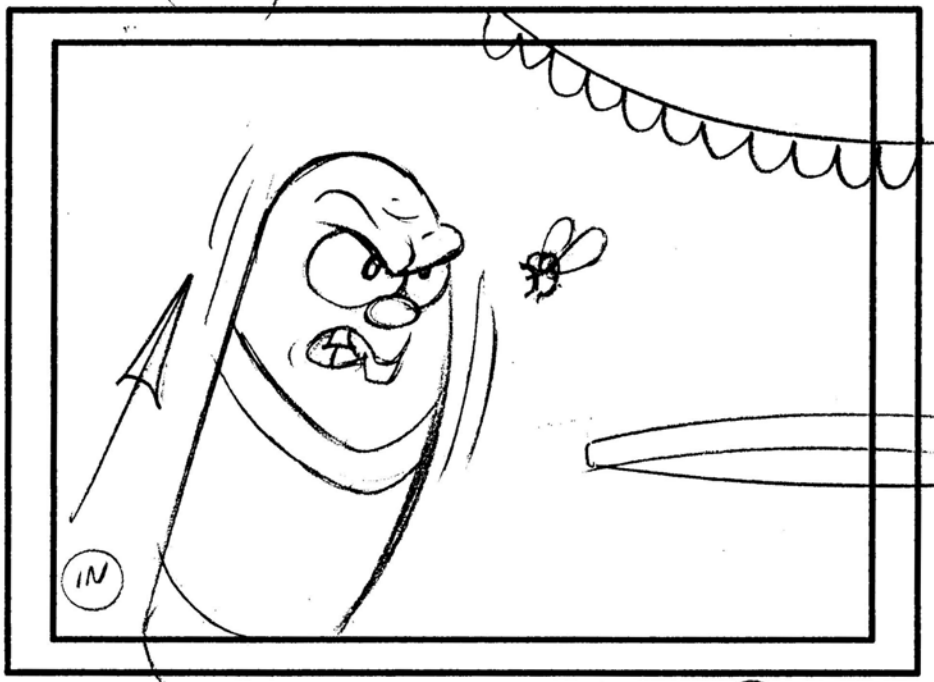
Episode: SHORT 1 **Page** 25

SC. 11 (CONT) *BG.*



SC. 11 (CONT) *BG.*



Camera CUT HU

Action FLY ENTERS FROM CAMERA RIGHT. LARRY POPS UP INTO VIEW, OUTRAGED.

Dialog

Reuse

Slug

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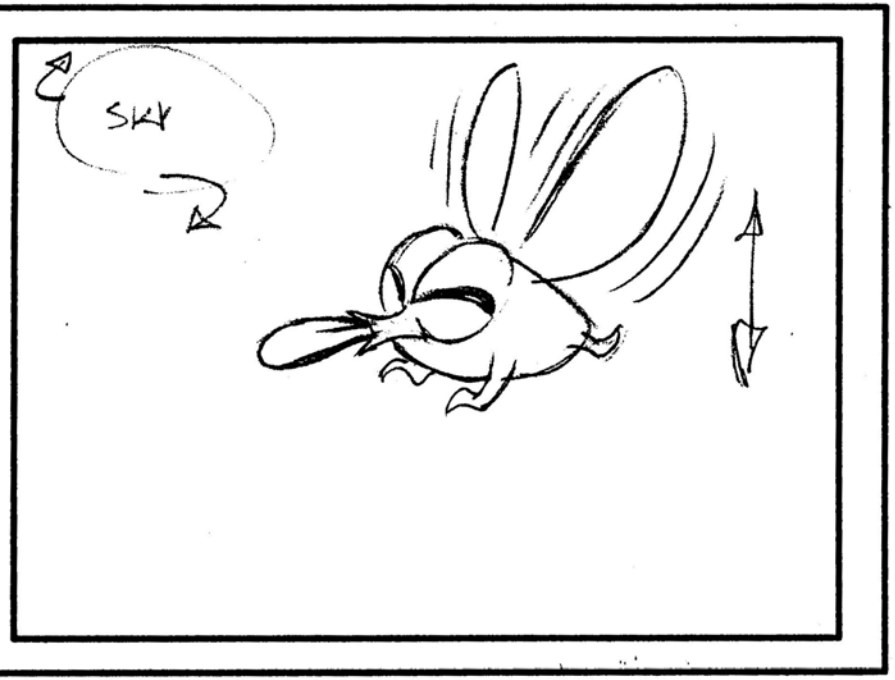
Episode: SHORT 1 **Page** 26

SC. 12 *BG.*



SC. 13 *BG.*

Camera CLOSE ON FLY (CUT) HU (CUT) UPSHOT LARRY

Action FLY HOVERS, STICKS OUT TONGUE START POSE

Dialog

SFX: RASPBERRY

Reuse

Slug

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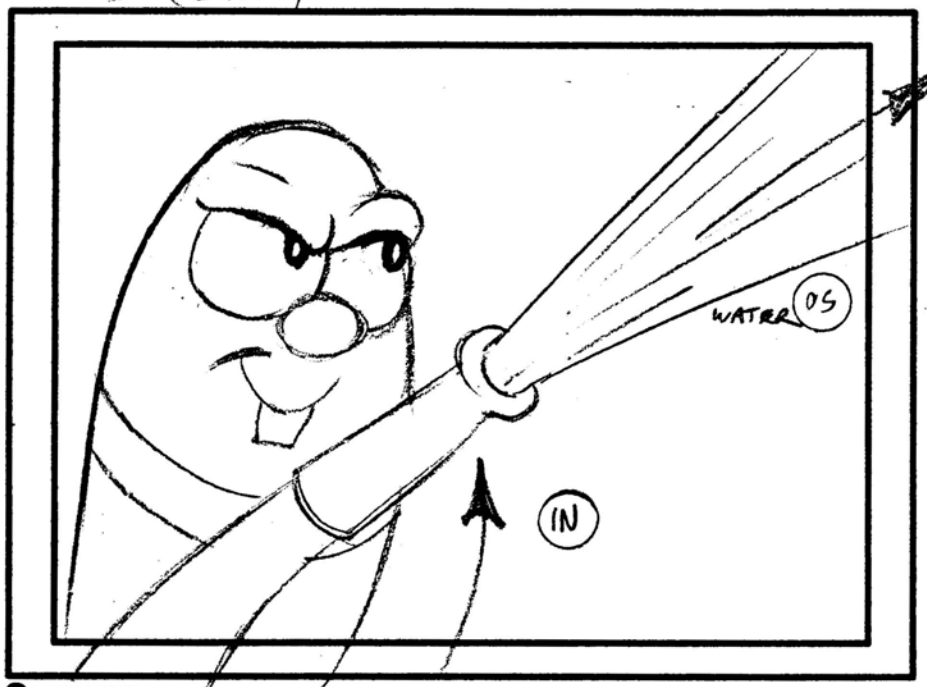
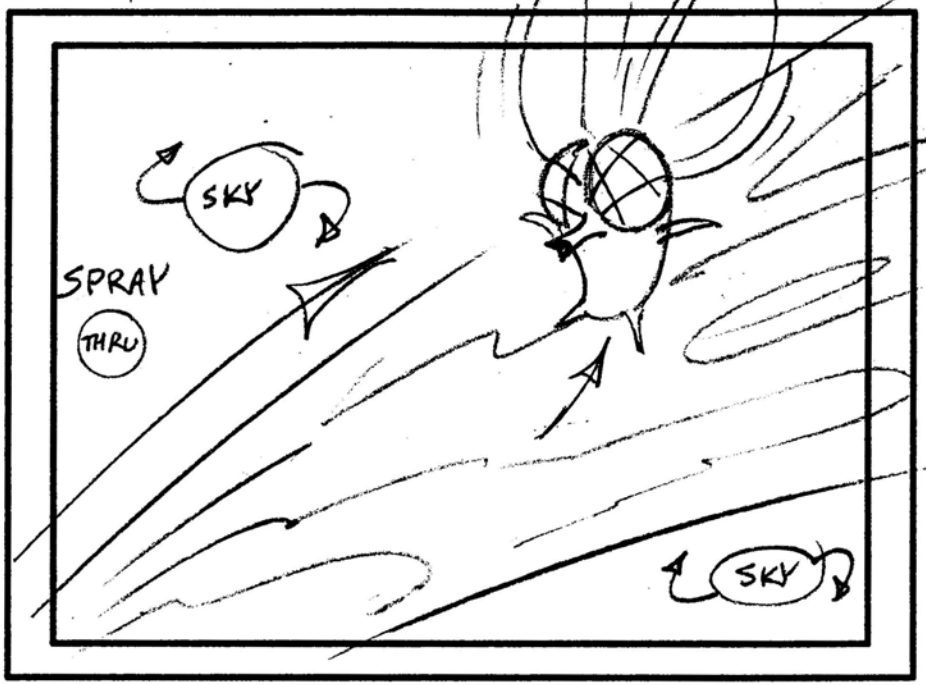
Episode: SHORT 1 **Page** 27

SC. 13 (CONT) BG.



SC. 14 BG.



Camera HU CUT C.U. FLY

Action LARRY LIFTS HOSE INTO VIEW, ALREADY SPRAYING WATER.

FLY DODGES WATER STREAM.

Dialog

Reuse

Slug

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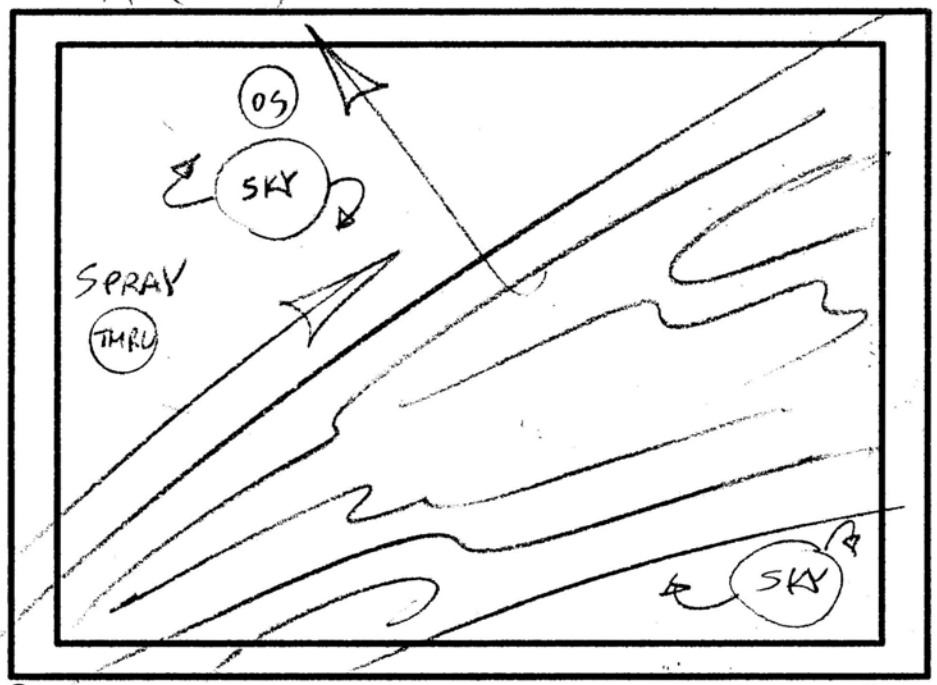
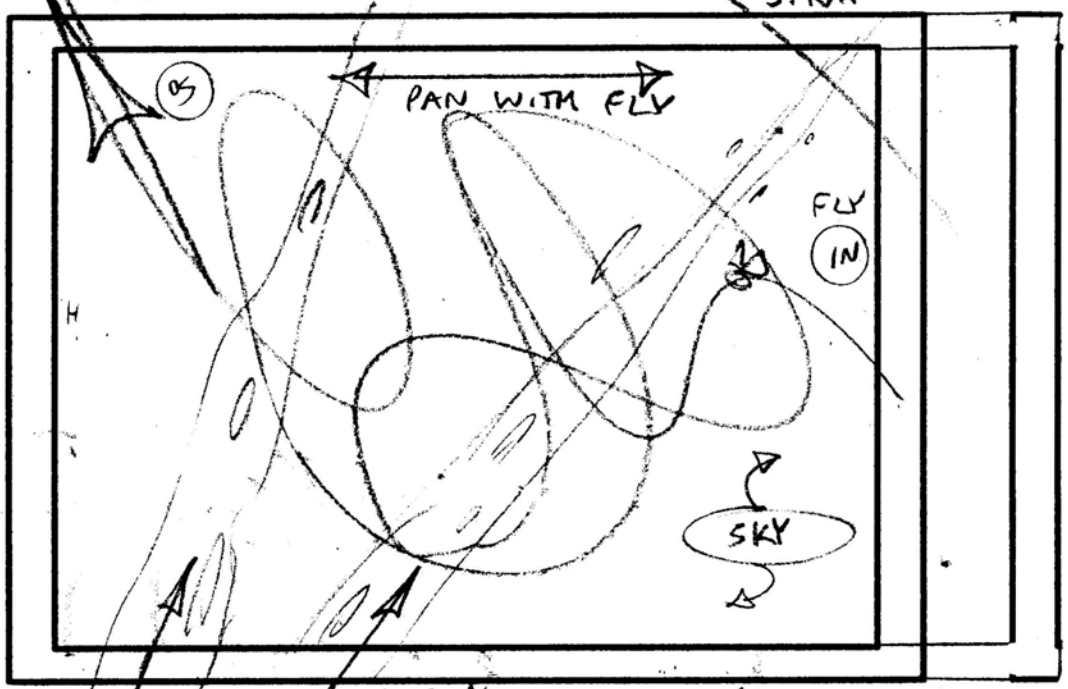
Episode: SHORT 1

SC. 14 (CONT) BG.



SC. 15 BG.



Camera CUT HU — WATER SPRAY FOLLOWS FLY — EXT. YARD — PAN WITH ACTION — CUT HU

Action FLY ZIPS O.S.

WATER SPRAYS AT FLY AS FLY ENTERS, DODGES, THEN FLYS O.S.

Dialog

Reuse

Slug

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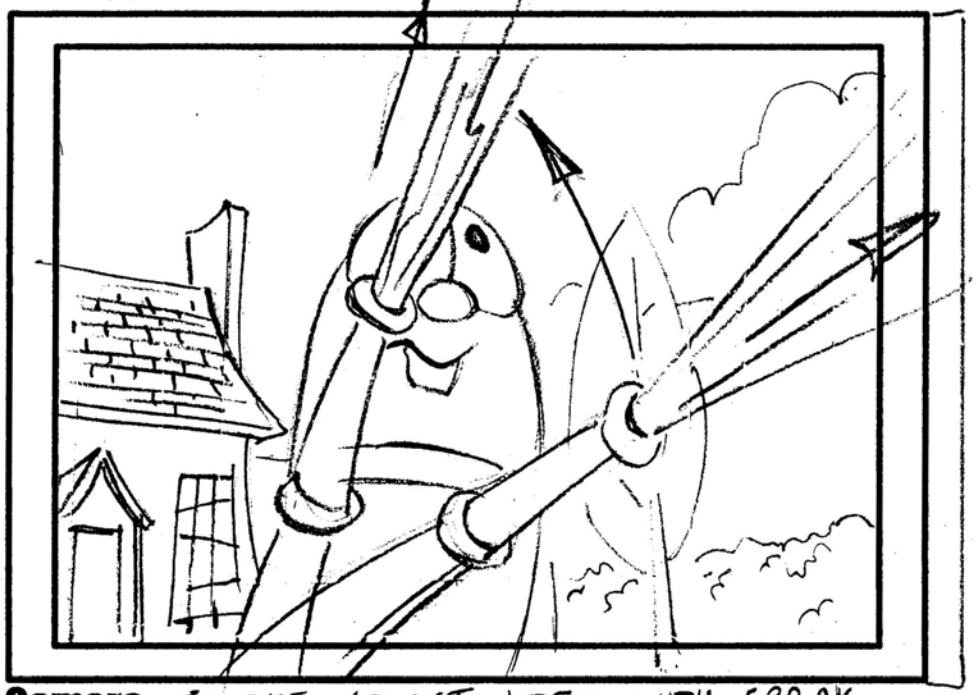
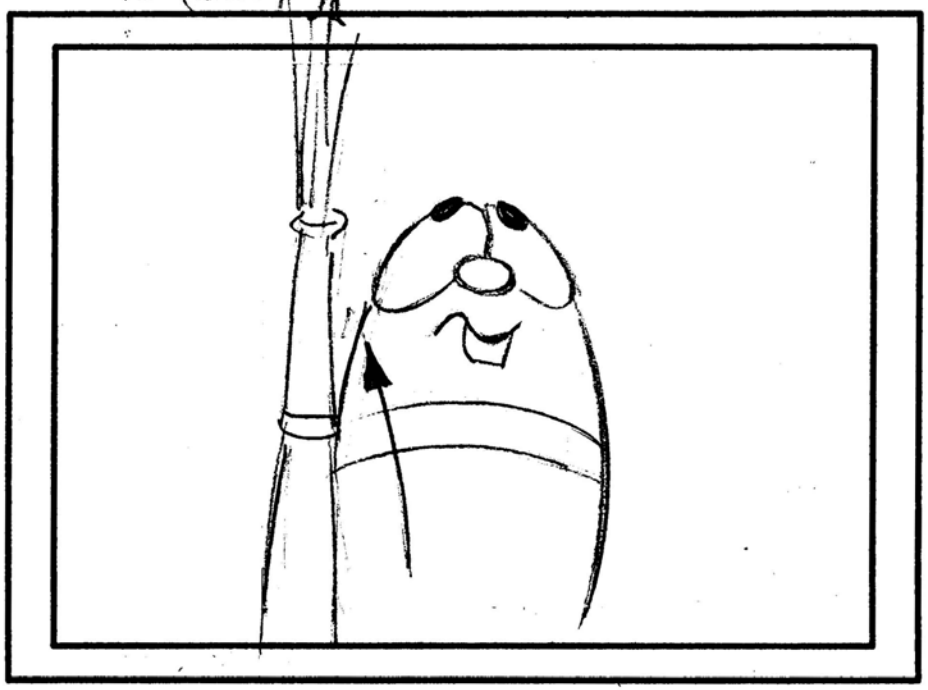
Episode: SHORT 1 **Page** 29

SC. 16 BG. STOP ↓ START SC. 16 (CONT) BG.





Camera SLIGHT ADJUST LEFT WITH SPRAY

(CUT) HU UPSHOT

Action LARRY LIFTING HOSE, SPRAYING THROUGH FRAME.

LARRY SPRAYS UP.

Dialog

Reuse

Slug

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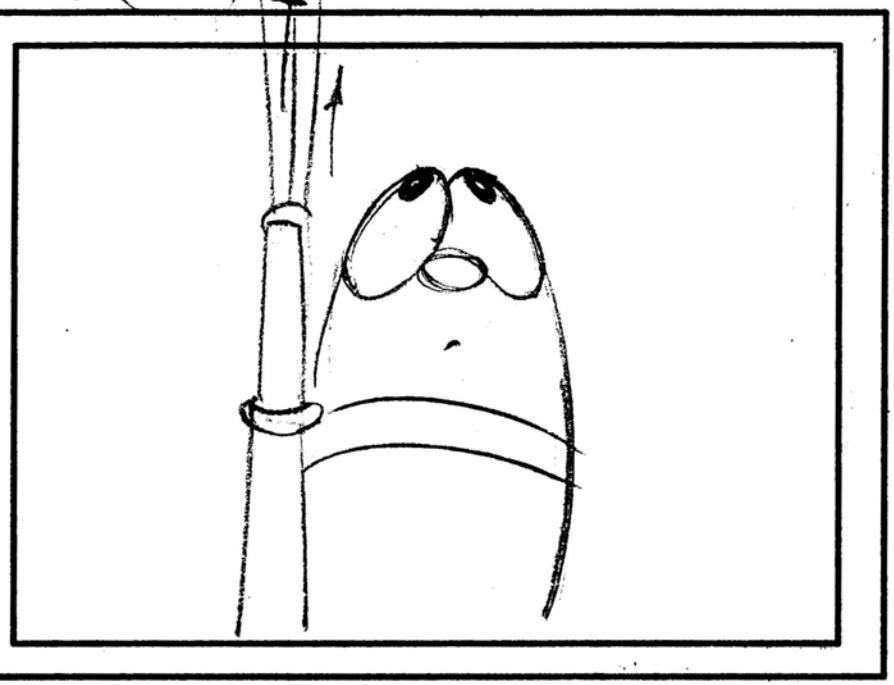
Episode: SHORT 1 **Page** 30

SC. 16 (CONT) BG.



SC. BG.

PANEL OUT

Camera

Action LARRY BLINKS, "TAKES"

Dialog

Reuse

Slug

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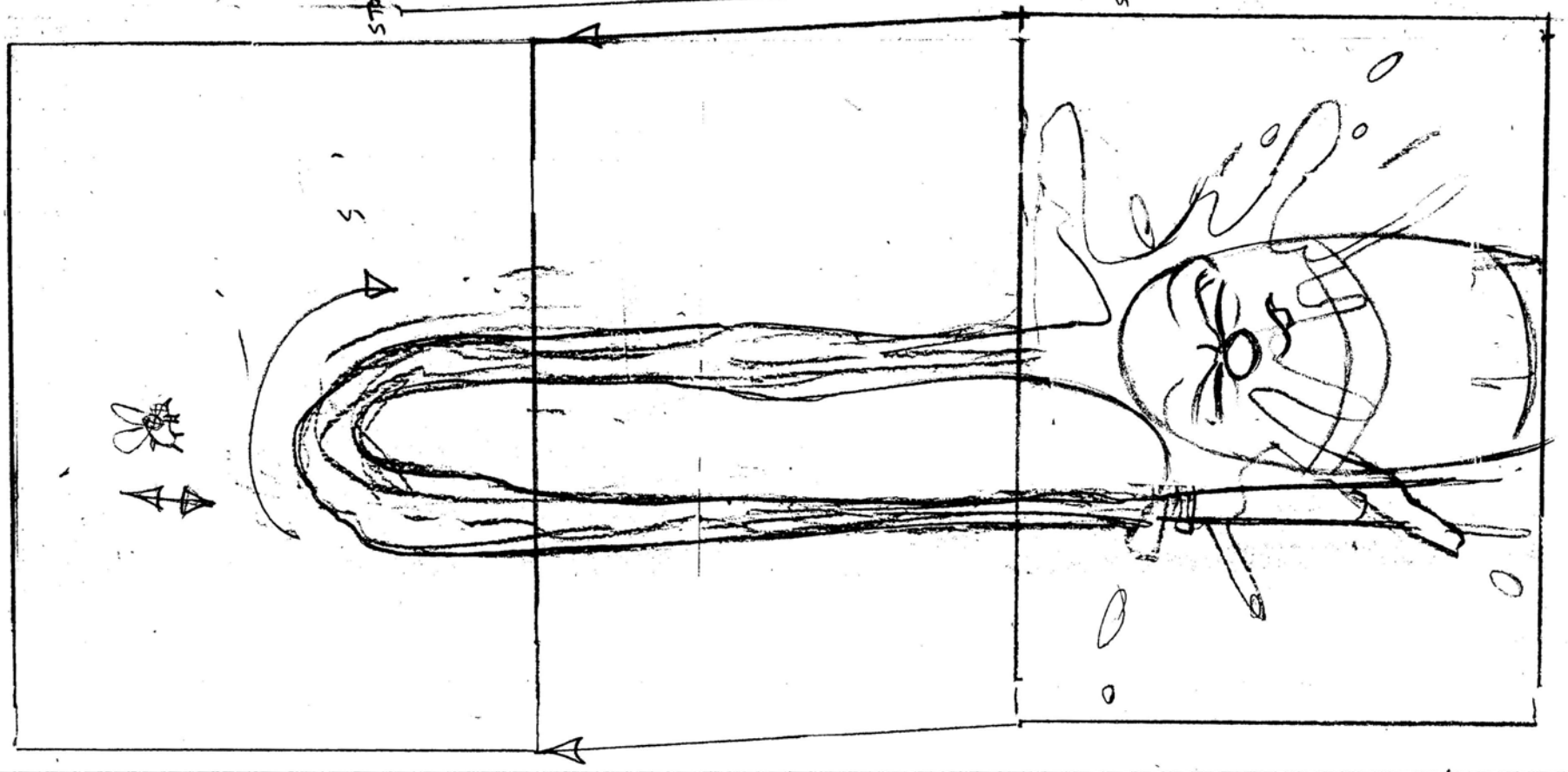
Episode: SHORT 1 PAGE 31 IS [illegible] **Page** 30-A

SC. 16 (CONT) *BG.* *SC.* *BG.*



Dialog WATER SPLASHES ON LARRY. VERT. ADJUST UP TO FLY, HOVERING ABOVE ARCING WATER STREAM.

HU WATER

CUT

Reuse

Slug

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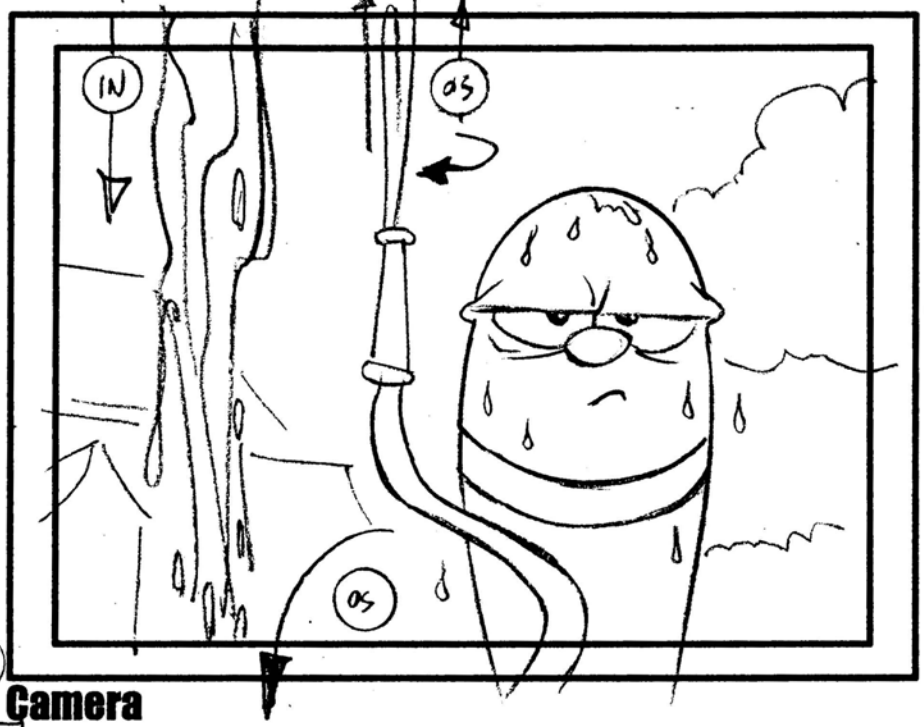
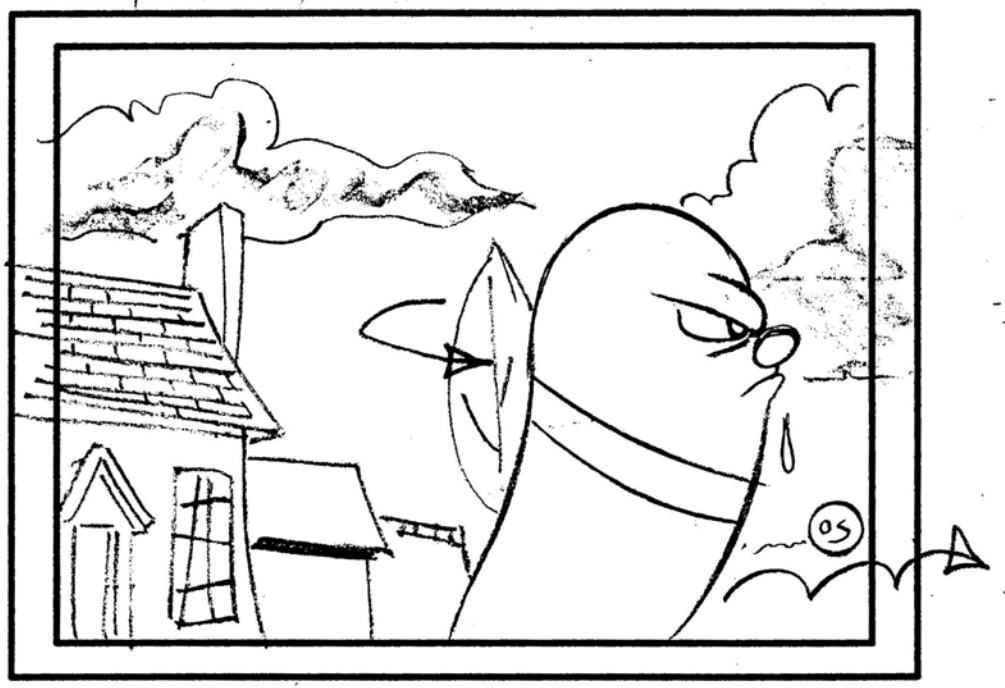
PAGE 31-A IS NEW

Episode: SHORT 1 **Page** 31

SC. 17 BG.



SC. 17 (CONT) BG.



Camera

HLI WATER STREAM

Action LARRY IS SOAKING WET AND PEEVED. HOSE FALLS O.S.

LARRY TURNS, HOPS O.S. RIGHT, EXITS FRAME RIGHT.

Dialog

Reuse

Slug

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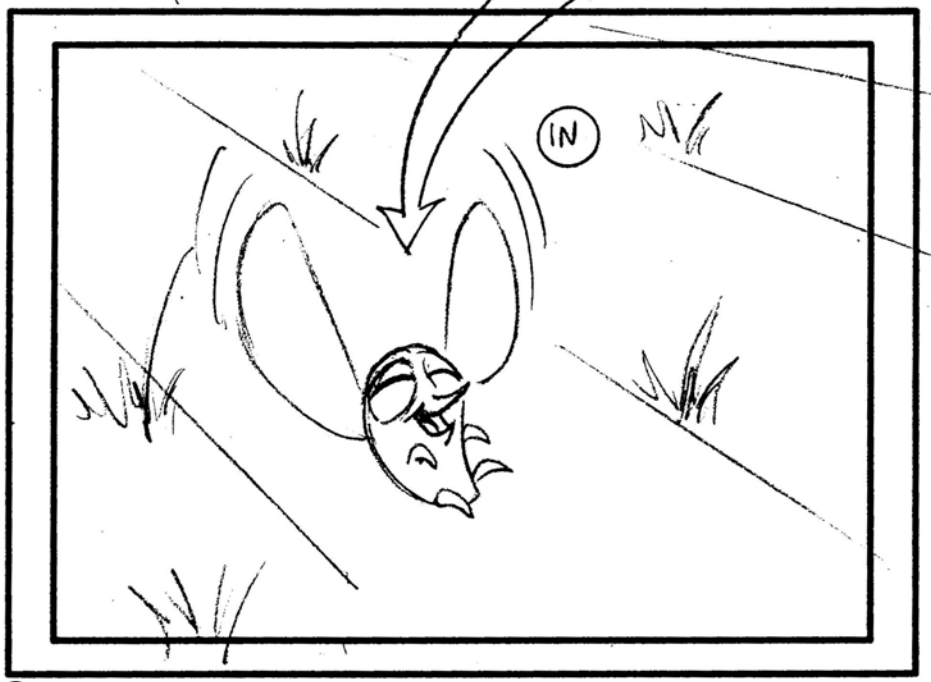
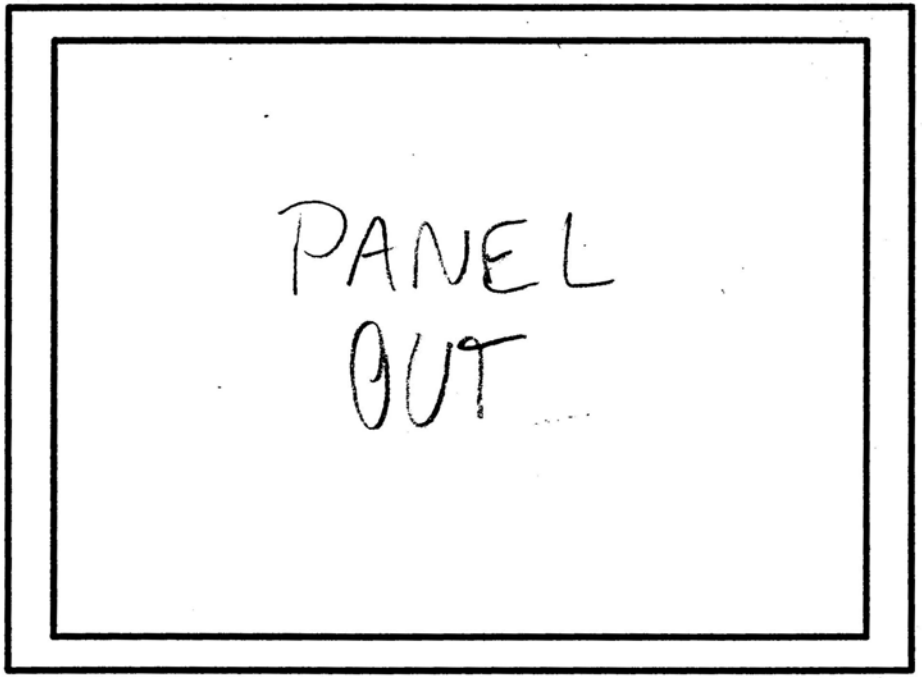
PAGE 31-B IS NEXT

Episode: SHORT 1 **Page** 31-A

SC. 17-A *BG.*



SC. *BG.*



CUT **Camera** DOWNSHOT LAWN – LATE AFTERNOON CUT

Action FLY DROPS DOWN, LAUGHING ON GROUND

Dialog

FLY: (LAUGHING)

Reuse

Slug

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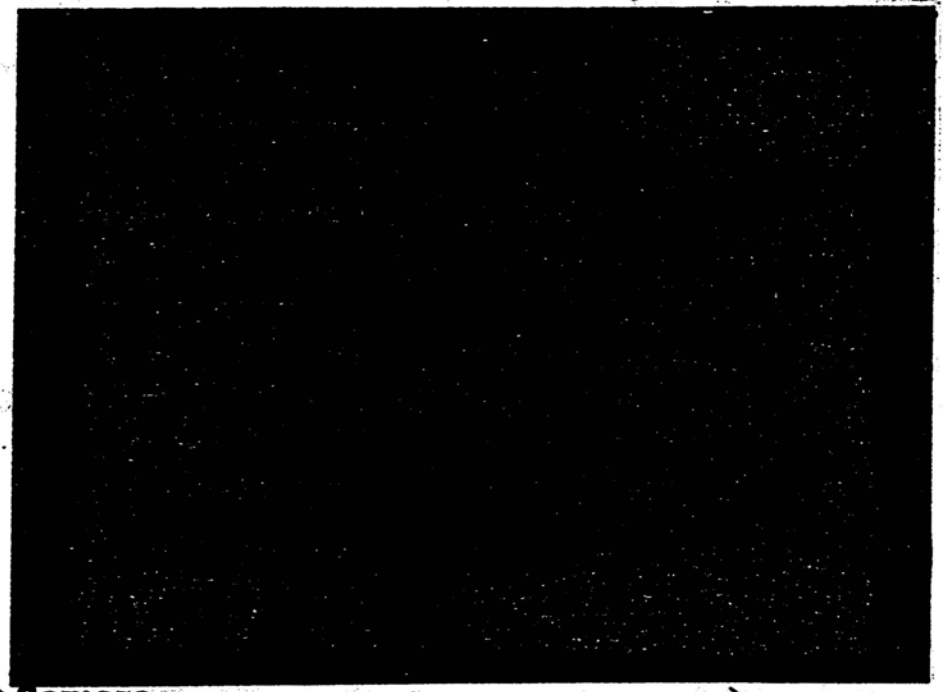
Episode SHORT 01

SC. 17-B BG.

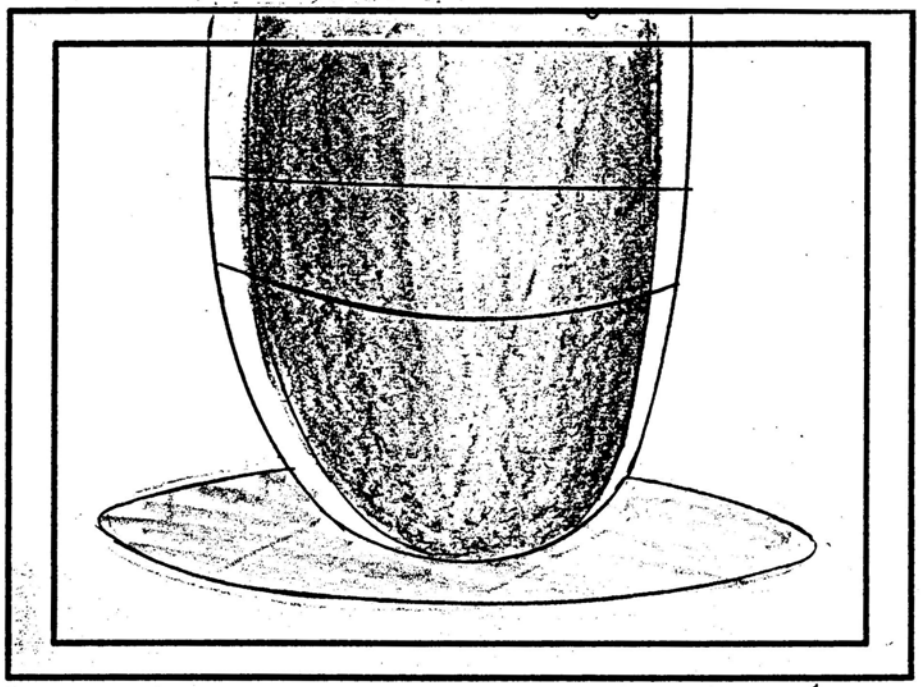


CUT **Camera** DARK (INT. LARRY CAVE)

PAGE 31-C IS NEXT

Page 31-B

SC. 17-B (CONT) BG.



LIGHT SNAPS ON — LARRY BOY'S BACK.

Action

RIM LIGHTING THROUGHOUT THIS SCENE

Dialog

Reuse

Slug

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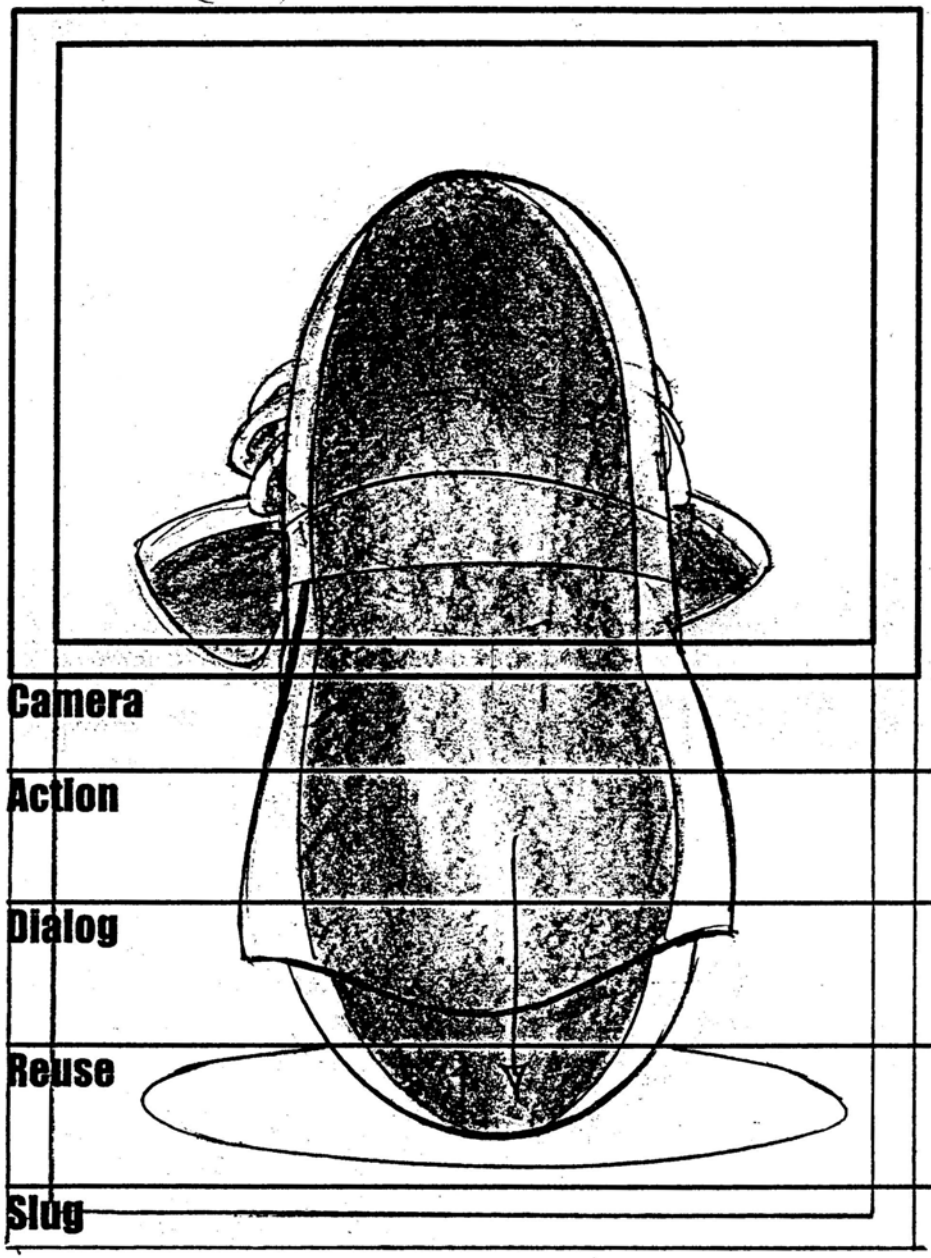
Episode: SHORT 01

PAGE 31-D IS NEXT

Page 31-C

SC 17-B (CONT) BG.



SC. 17-B (CONT) BG.

STOP

START

Camera

Action

CAPE DROPS DOWN (SLIGHT OVERLAP)
PAN UP BACK TO TOP. COWL PULLS OVER HEAD

Dialog

Reuse

Slug

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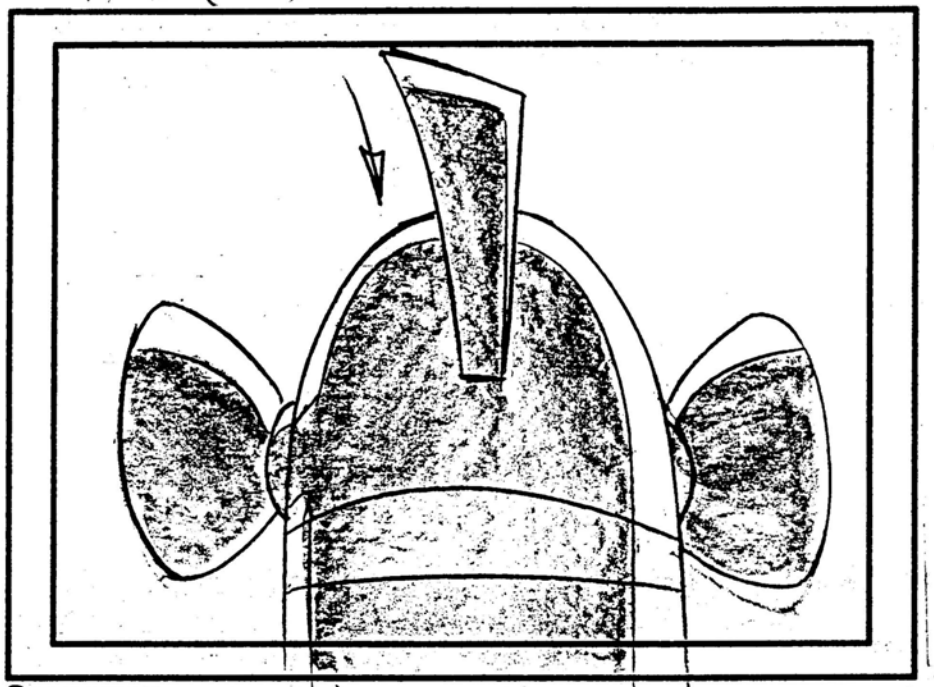
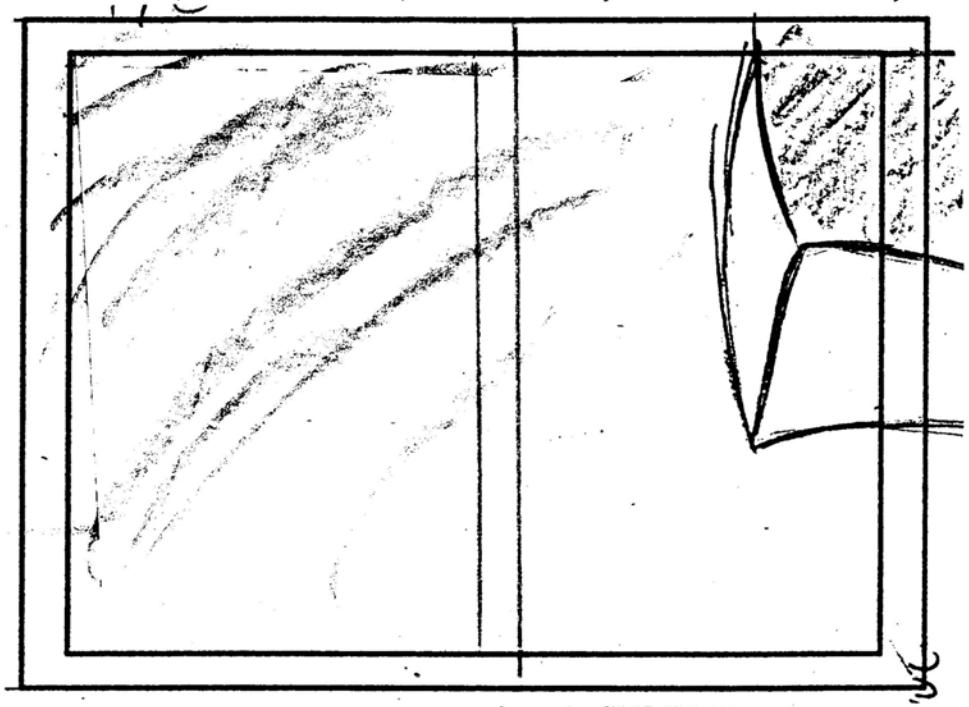
Episode: <HORT 01

SC. 17-B (CONT)+ BG.



Page 31-D

SC. 17C BG. START



Camera CUT START VERTICAL PAN

Action COWL ON LARRY'S HEAD

INT. CAVE

TONE SHADING THROUGHOUT SCENE

Dialog

Reuse

Slug

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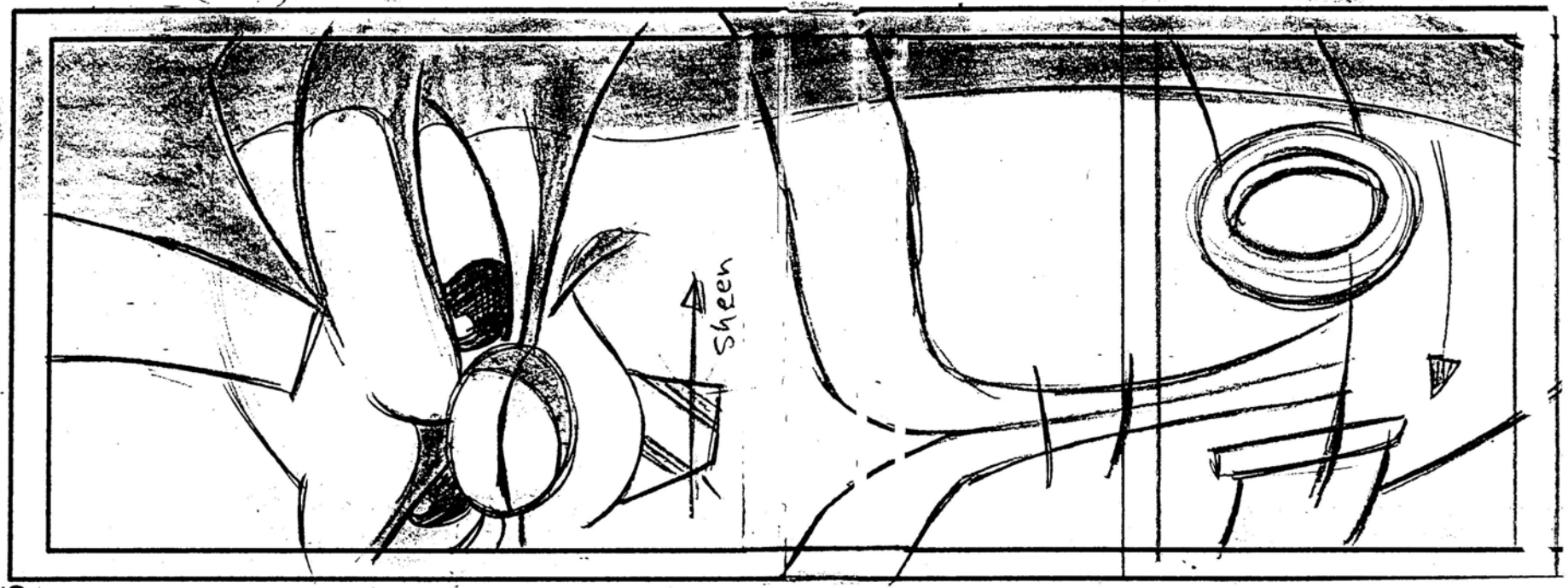
Episode: short #1 **Page** 51-E

SC. 17-C (CONT) BG. START SC. STOP BG.



Camera

Action AS CAMERA PANS DOWN, TOOTH SHEENS. BELT SLIDES AROUND BODY. STOP PAN

Dialog

Reuse

Slug

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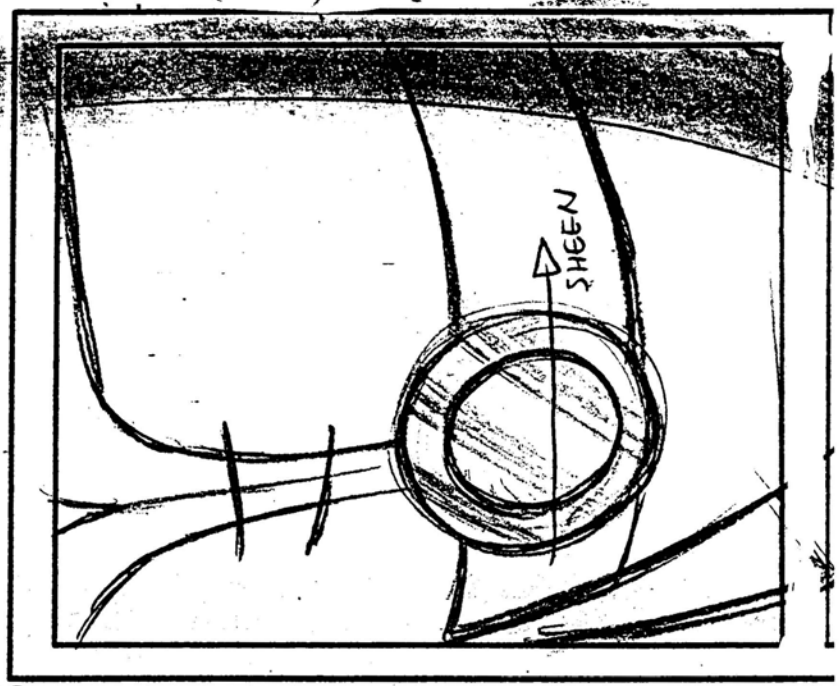
Episode: Short #1

PAGE 32 IS NEXT

Page 31-F

SC 17-C (CONT) BG.



SC.

PANEL OUT

Camera (OUT)

Action BELT SNAPS ON, SHEENS. LEFT TO RIGHT

Dialog

Reuse

Slug

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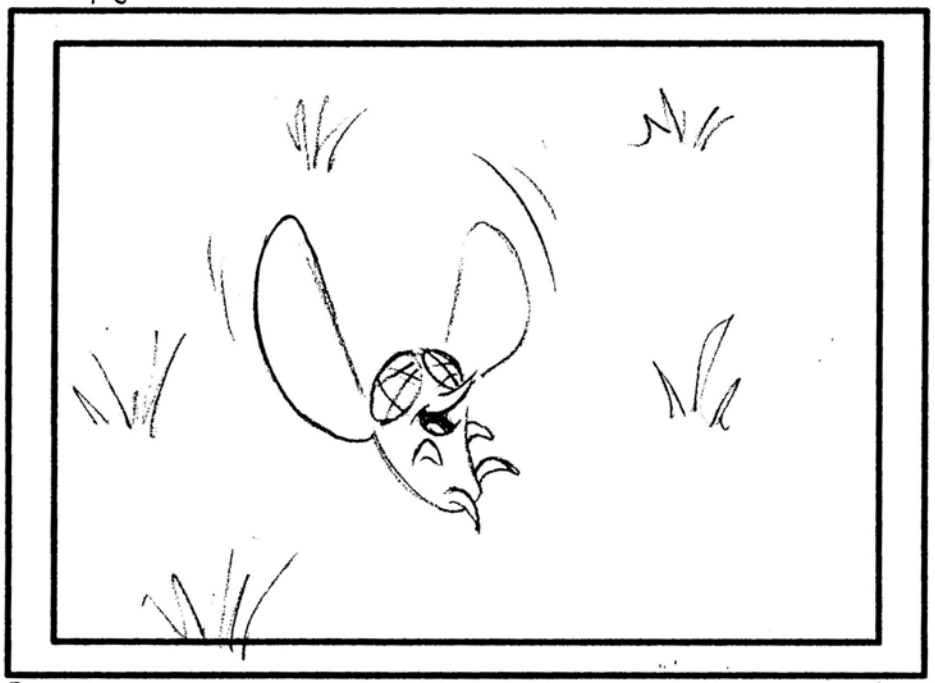
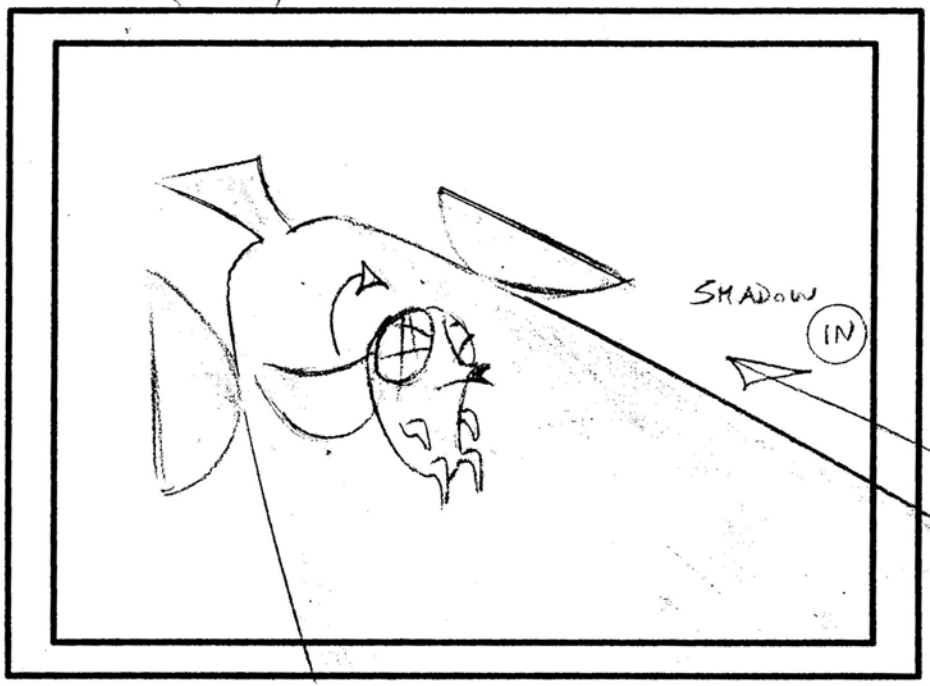
Episode: SHORT 1 **Page** 32

SC. 18 BG.



SC. 18 (CONT) BG.



Camera DOWNSHOT LAWN

(CUT)

Action FLY DROPS DOWN, LAUGHING ON GROUND.

SHADOW OF LARRY-BOY CROSSES OVER FLY. FLY NOTICES, STOPS LAUGHING.

Dialog

FLY : (LAUGHING)

Reuse

Slug

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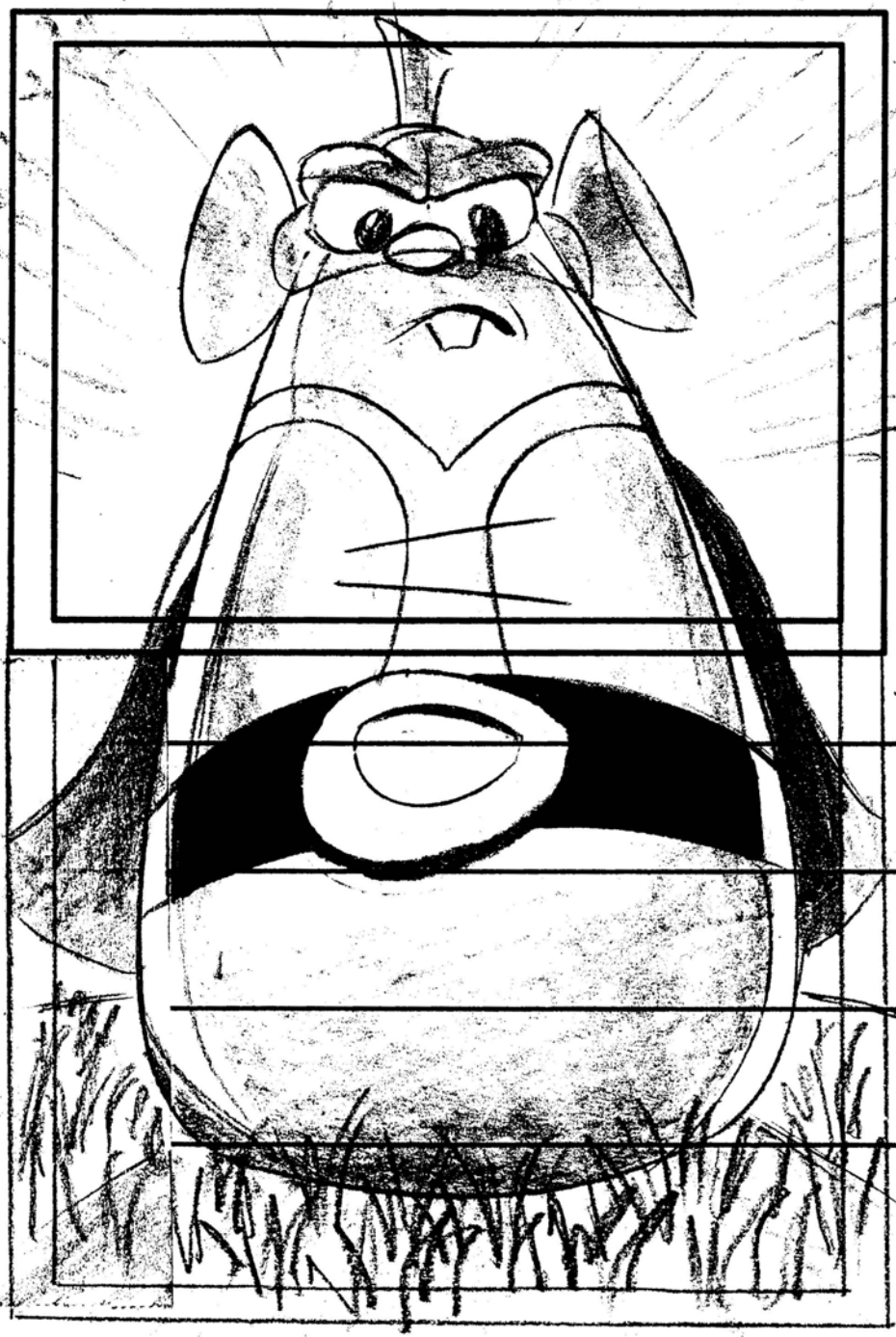
Episode: SHORT 1 **Page** 33

SC. 19 BG.



STOP

START

OUT

SC. 2a BG.

OUT ECU LARRYBOY

HU START POSE
LARRY STILL SHADED.

FLY'S P.O.V. –
VERT. PAN UP
LARRYBOY'S BODY.

LBOY SHADED
(RIM LIGHTING)

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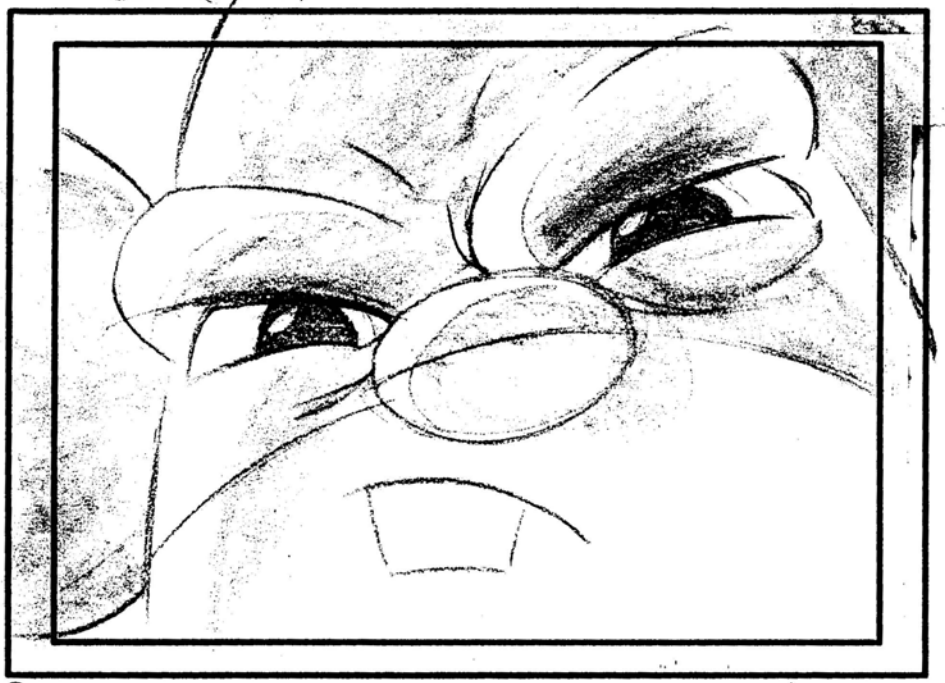
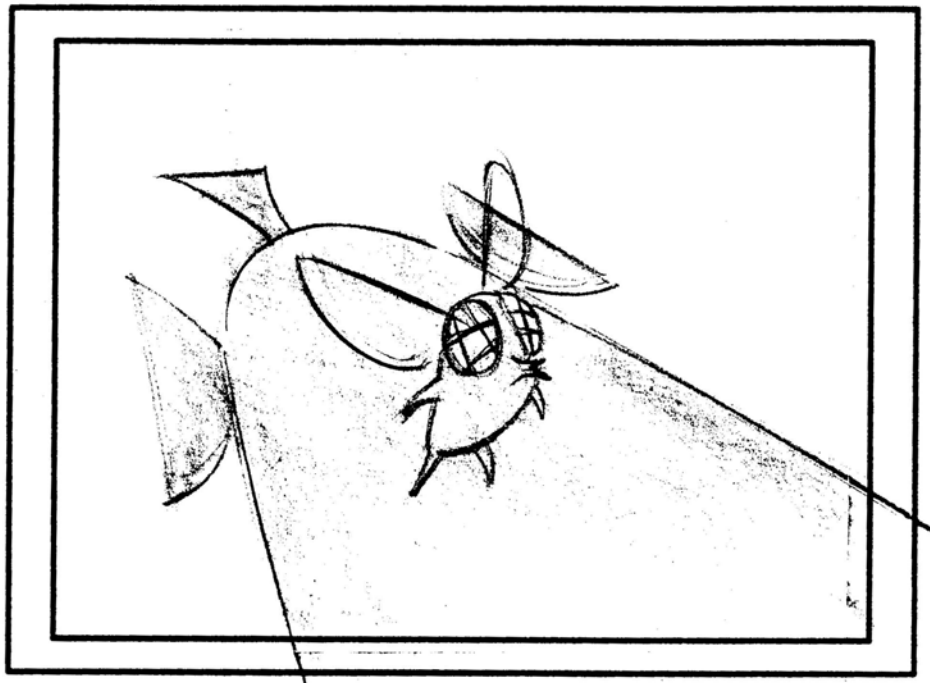
Episode: SHORT 1 **Page** 34

SC. 20 (CONT) *BG.*



SC. 21 *BG.*



Camera CUT DOWNSHOT GROUND

Action LARRY SQUINTS FLY "TAKES"

Dialog

Reuse

Slug

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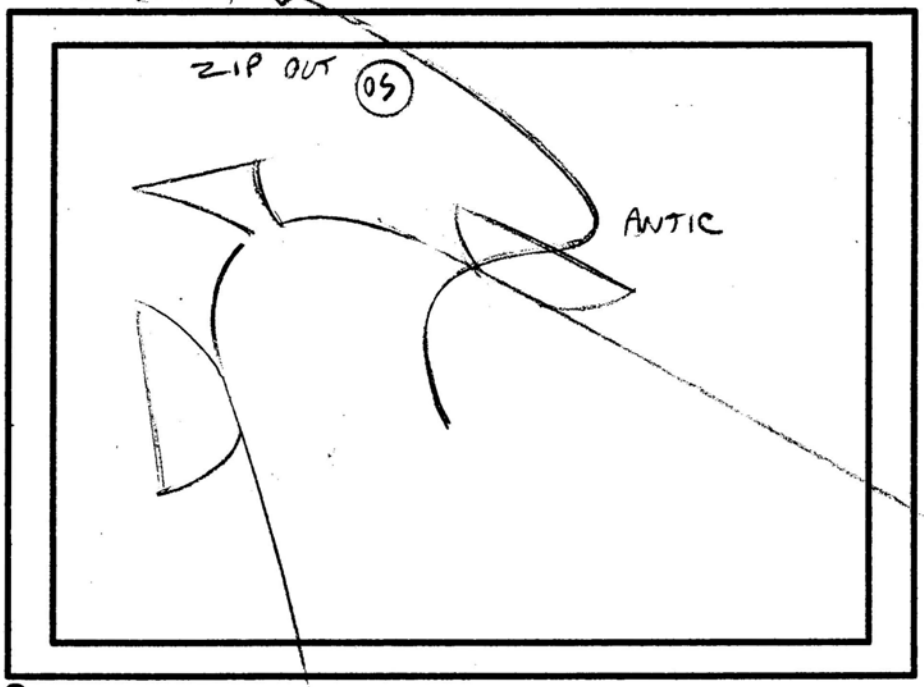
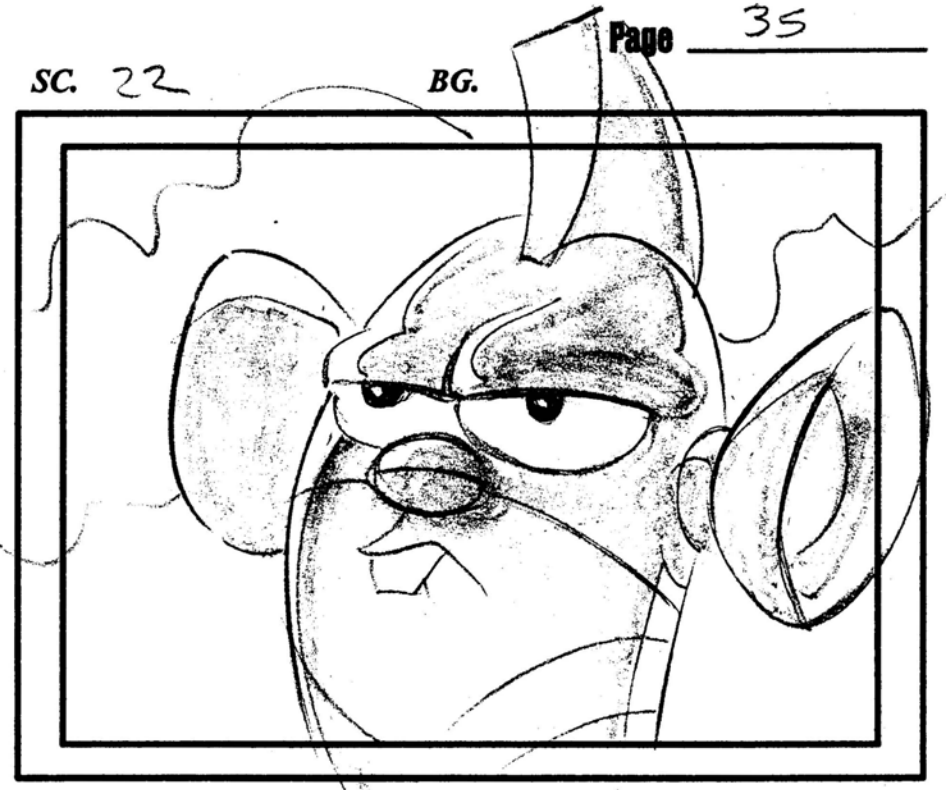
Episode: SHORT 1 **Page** 35

SC. 21 (CONT) *BG.*



SC. 22 *BG.*



Camera CUT CLOSE ON LARRY

Action FLY TAKES OFF, ANTICS, ZIPS OUT.

START POSE

DESIGN: CONTINUE TONE SHADING

Dialog

Reuse

Slug

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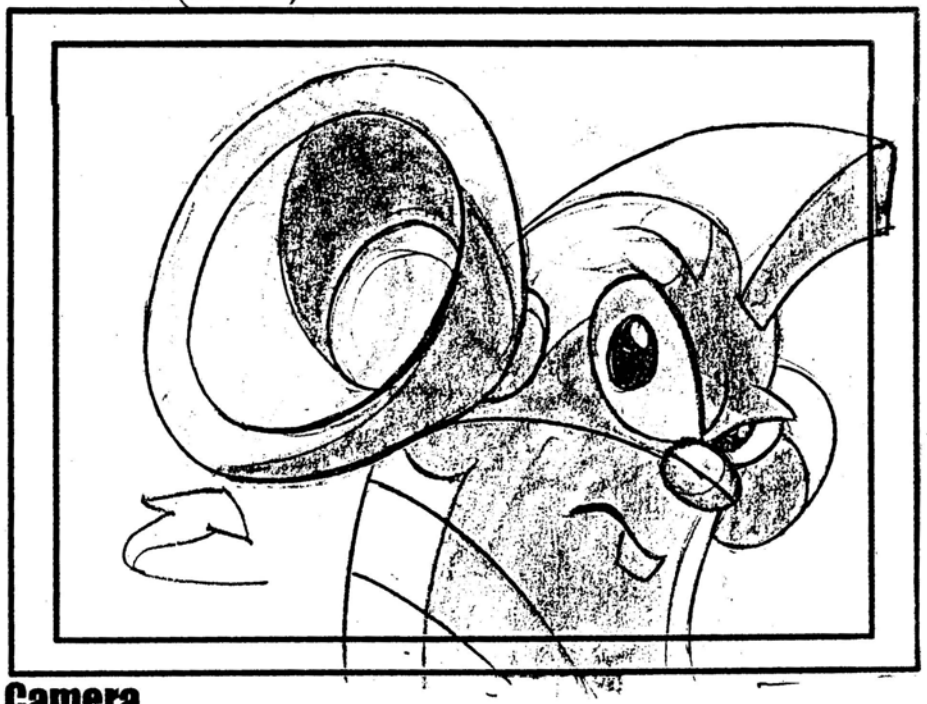
Episode: SHORT 1 **Page** 36

SC. 22 (CONT) BG.



Camera

Action LARRYBOY TURNS HEAD TO EXPOSE PLUNGER.

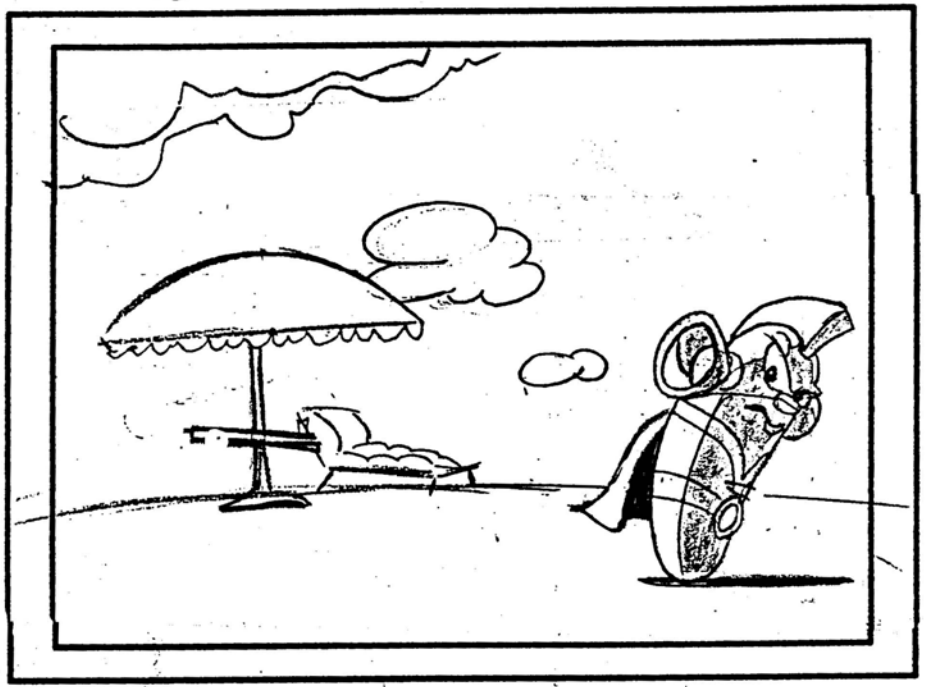
Dialog

Reuse

HU

CUT

SC. 23 BG.



Camera EXT. BACK YARD — WIDE — LATE AFTERNOON

Action START POSE

DESIGN: CONTINUE TONE SHADING

Dialog

Reuse BG. 25

Slug

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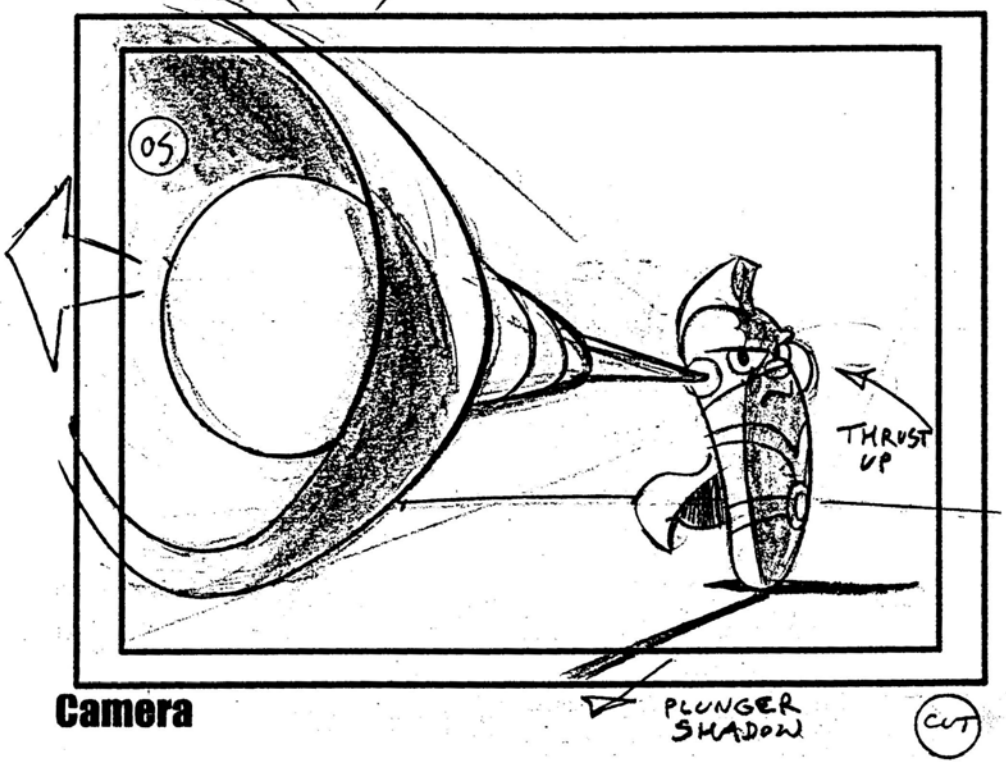
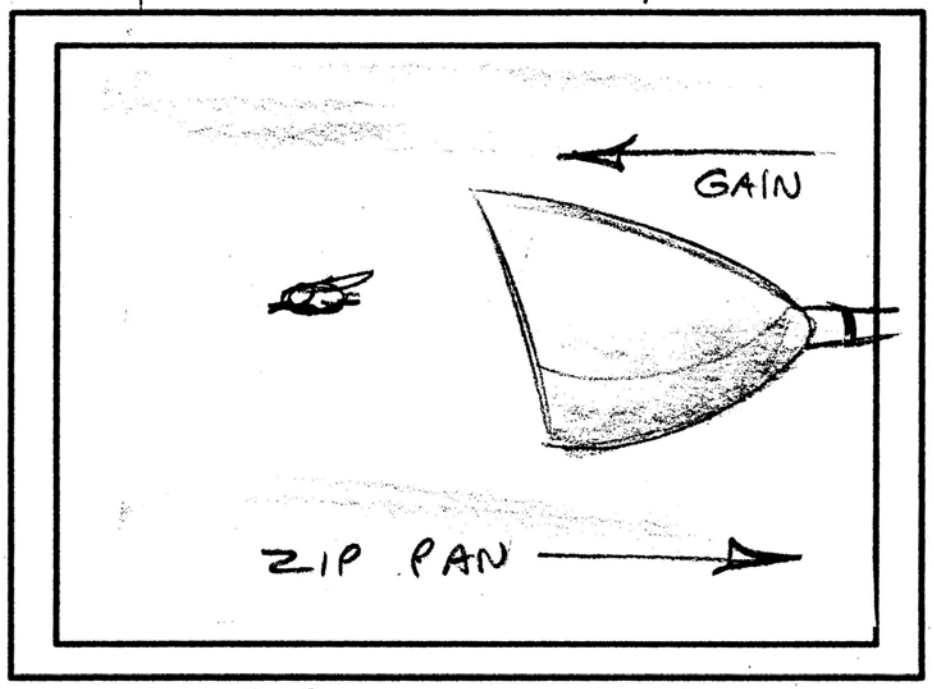
Episode SHORT 1 **Page** 37

SC. 23 (CONT) BG.



SC. 24 BG. PANNING



Camera B.G. ZIP PANS LEFT TO RIGHT

Action LARRY FIRES PLUNGER IN PERSPECTIVE. PLUNGER GAINS ON FLY

Dialog

Reuse

Slug

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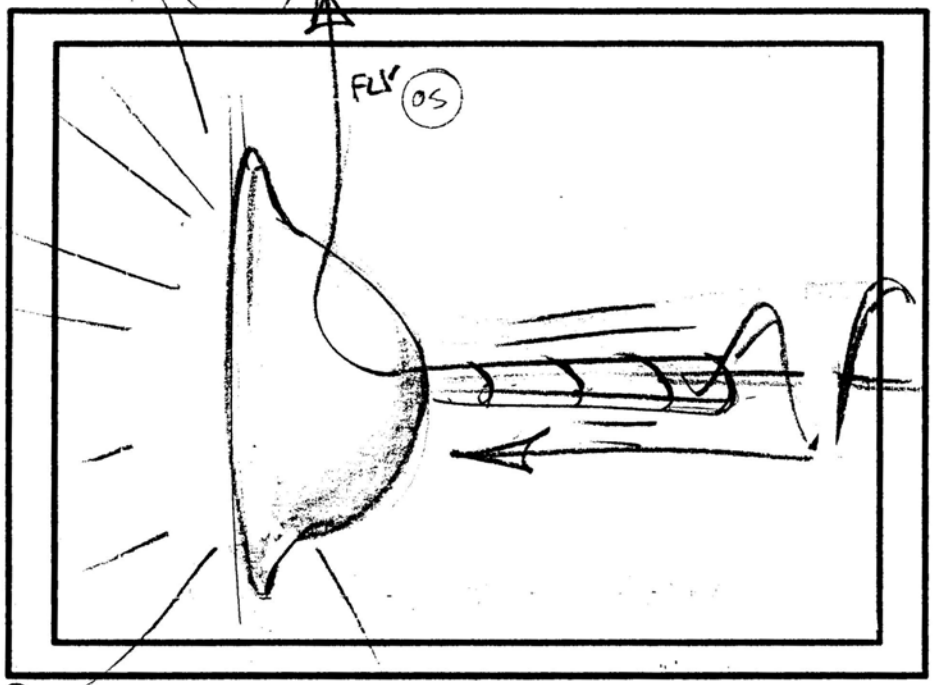
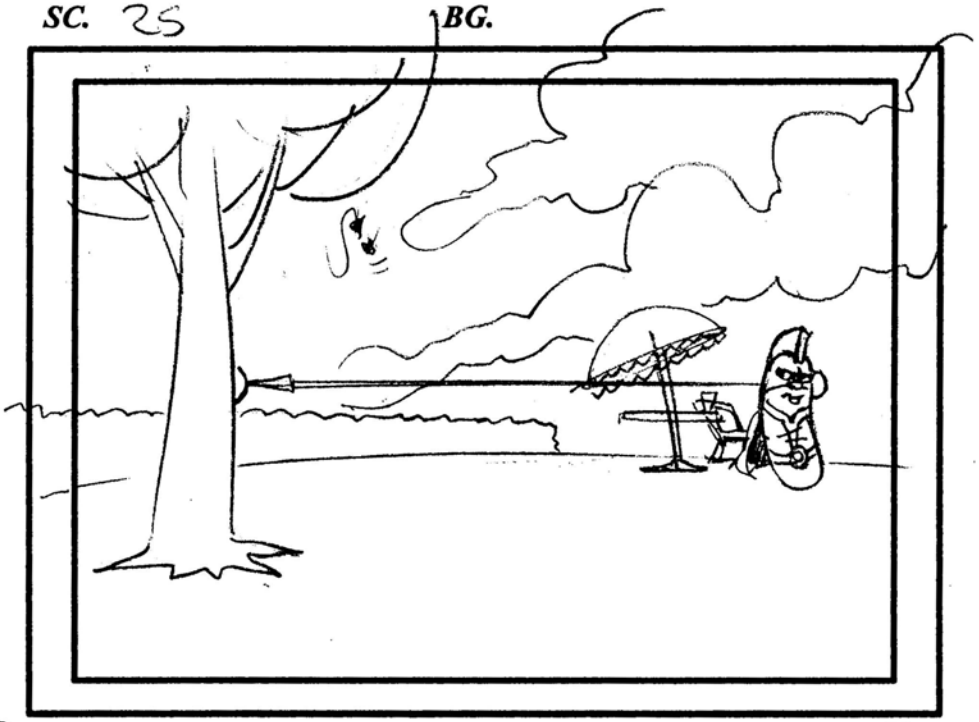
Episode: SHORT 1 **Page** 38

SC. 24 (CONT) BG.



SC. 25 BG.



Camera

CUT WIDE ON YARD

HU CUT

Action FLY ZIPS UP AND OS. AS PLUNGER STRIKES TREE. STOP PAN.

FLY HOVERING

Dialog

Reuse

Slug

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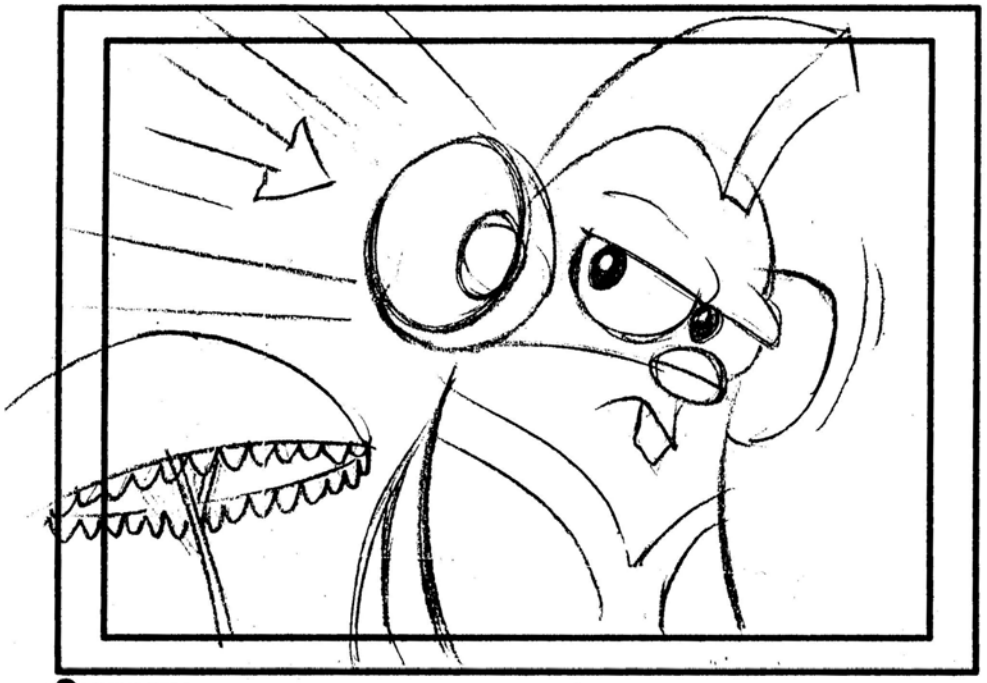
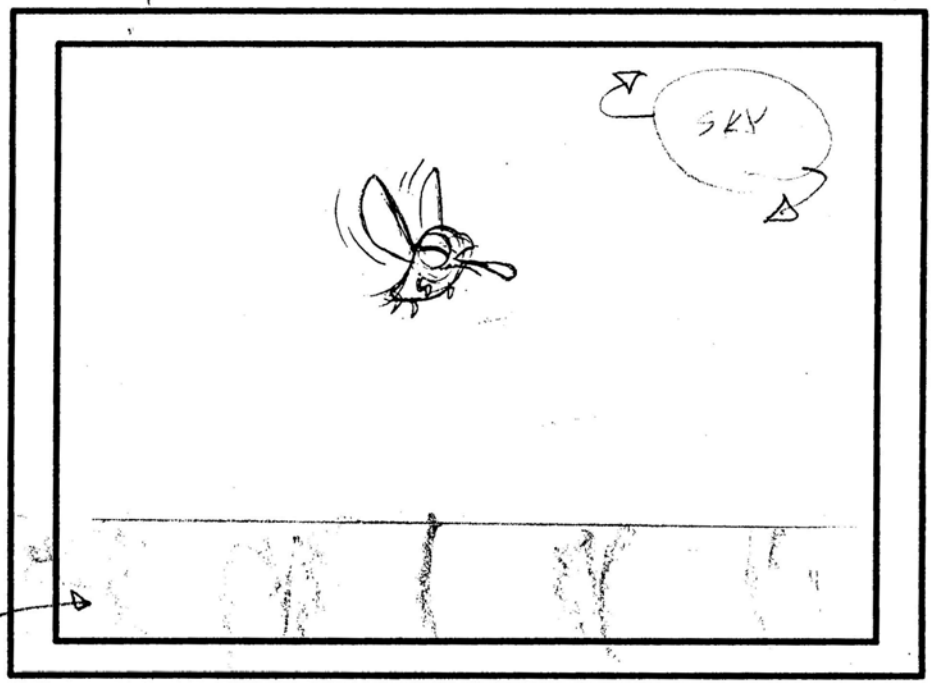
SC. 26 BG.



SC. 27 BG.



Camera CLOSE ON LARRY

CUT HU

CUT

Action PLUNGER RETRACTS

FLY STICKS OUT TONGUE

Dialog

SFX: RASPBERRY

Reuse

Slug

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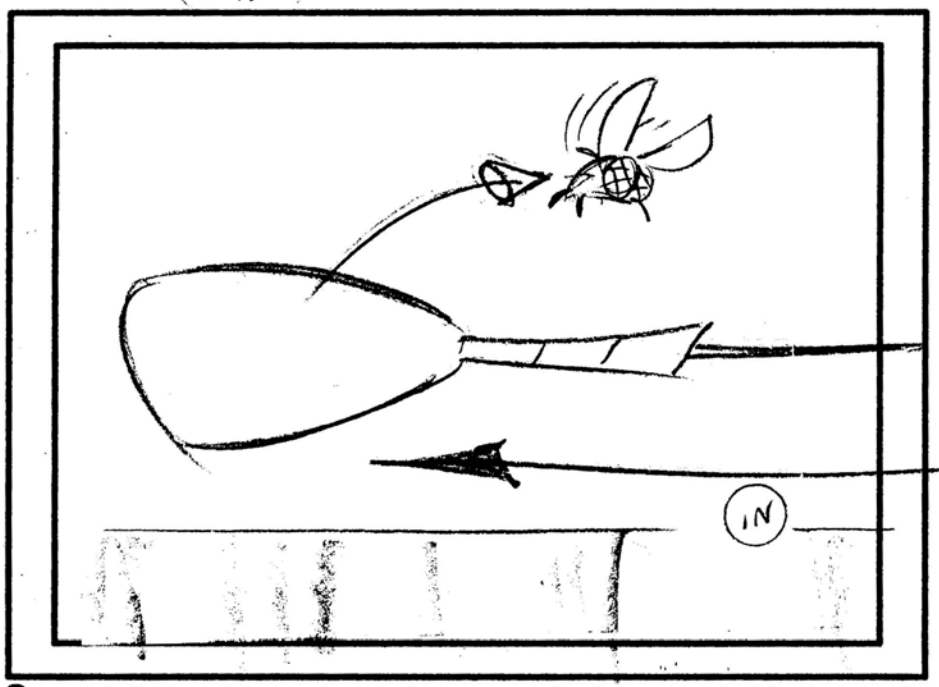
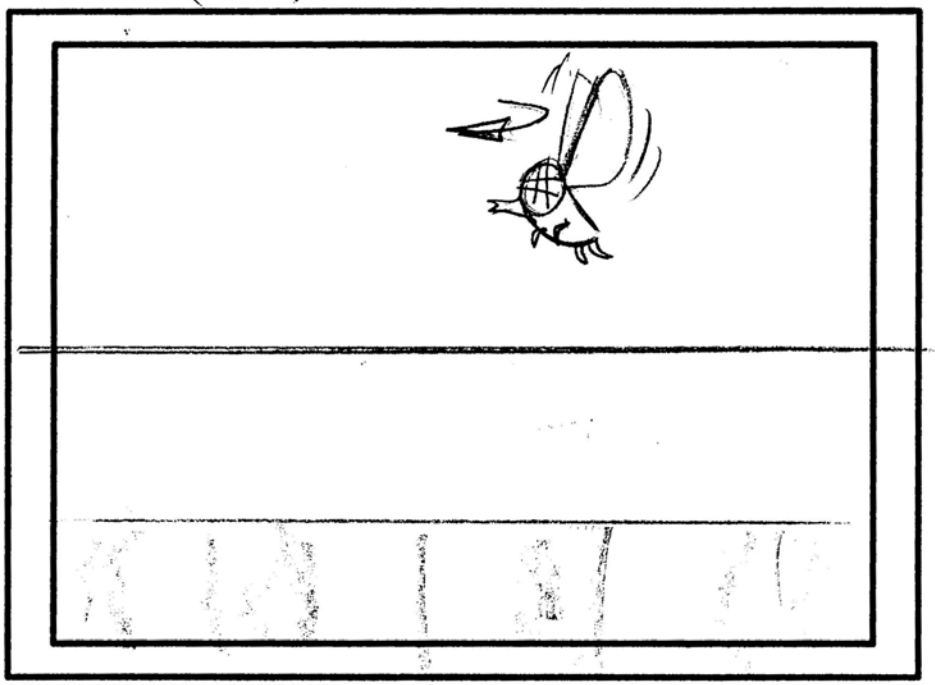
Episode: SHORT 1 **Page** 40

SC. 27 (CONT) *BG.*



SC. 27 (CONT) *BG.*



Camera

Action PLUNGER ZIPS THROUGH FRAME. FLY TURNS
FLY DODGES.

Dialog

SFX. GLASS SHATTERS

Reuse

Slug

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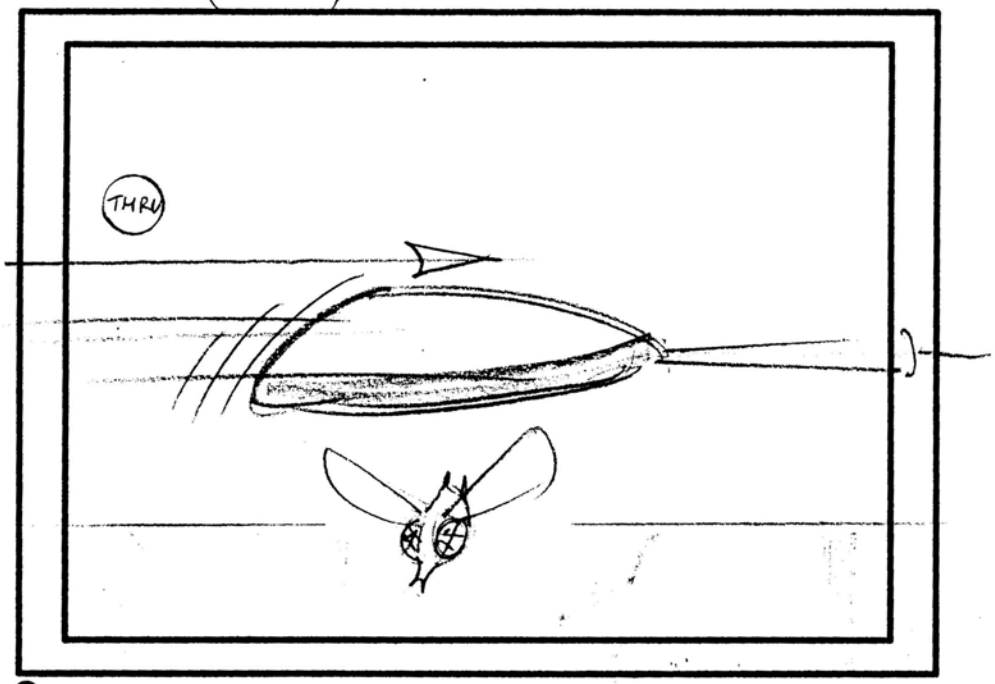
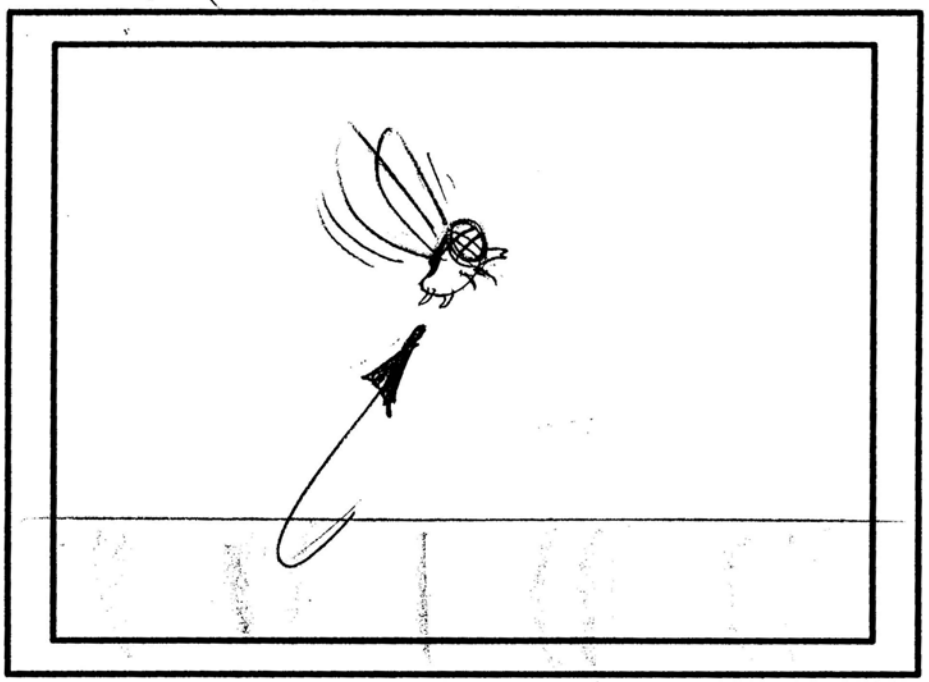
Episode: SHORT 1 **Page** 41

SC. 27 (CONT) *BG.*



SC. 27 (CONT) *BG.*



Camera

Action PLUNGER ZIPS THROUGH FRAME LEFT TO RIGHT. FLY DODGES.

FLY TURNS

Dialog

Reuse

Slug

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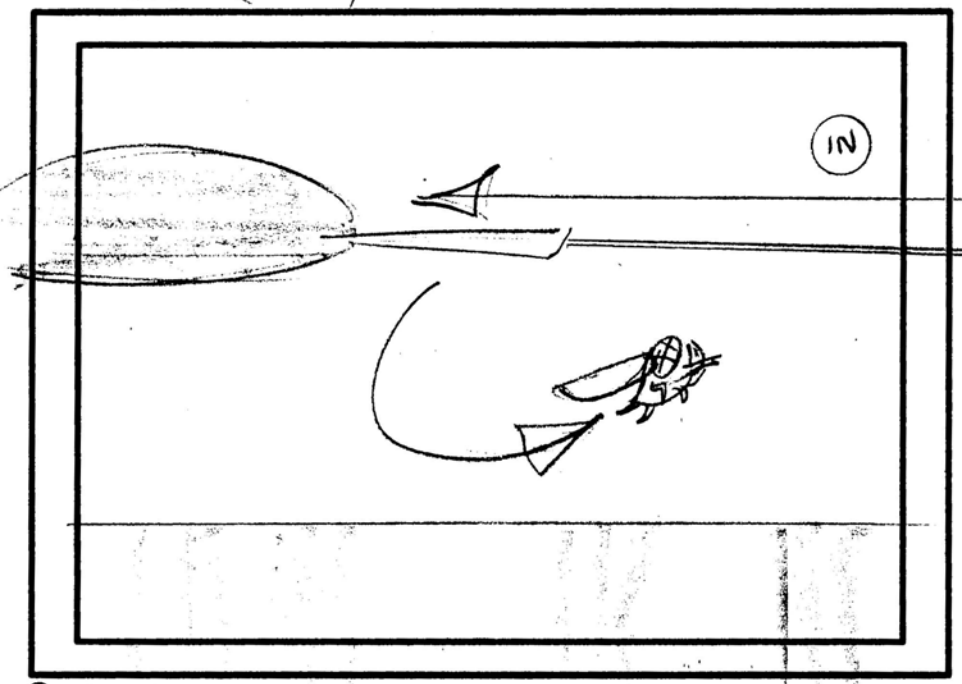
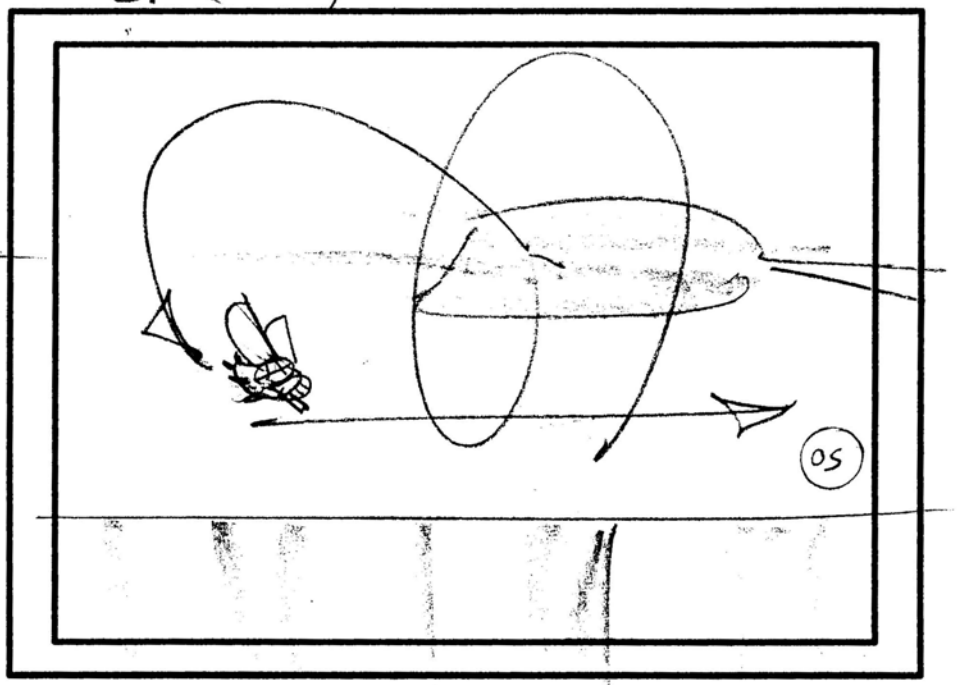
Episode: SHOT 1 **Page** 42

SC. 27 (CONT) *BG.*



SC. 27 (CONT) *BG.*



Camera HU CUT

Action PLUNGER ZIPS THROUGH RIGHT TO LEFT. FLY DODGES,

PLUNGER RETRACTS THROUGH FRAME AS FLY DODGES.

Dialog

Reuse

Slug

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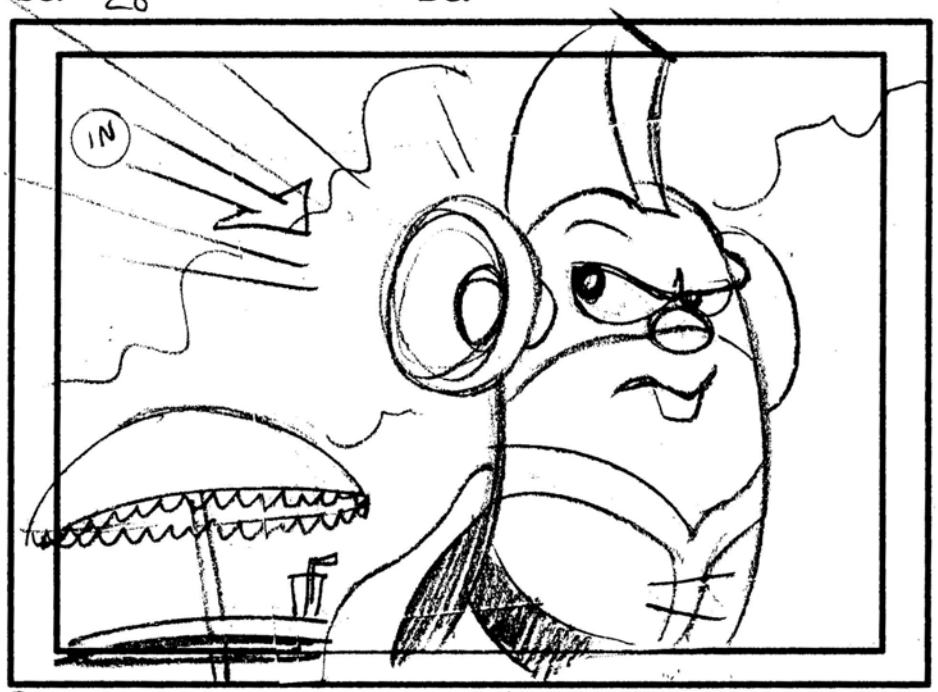
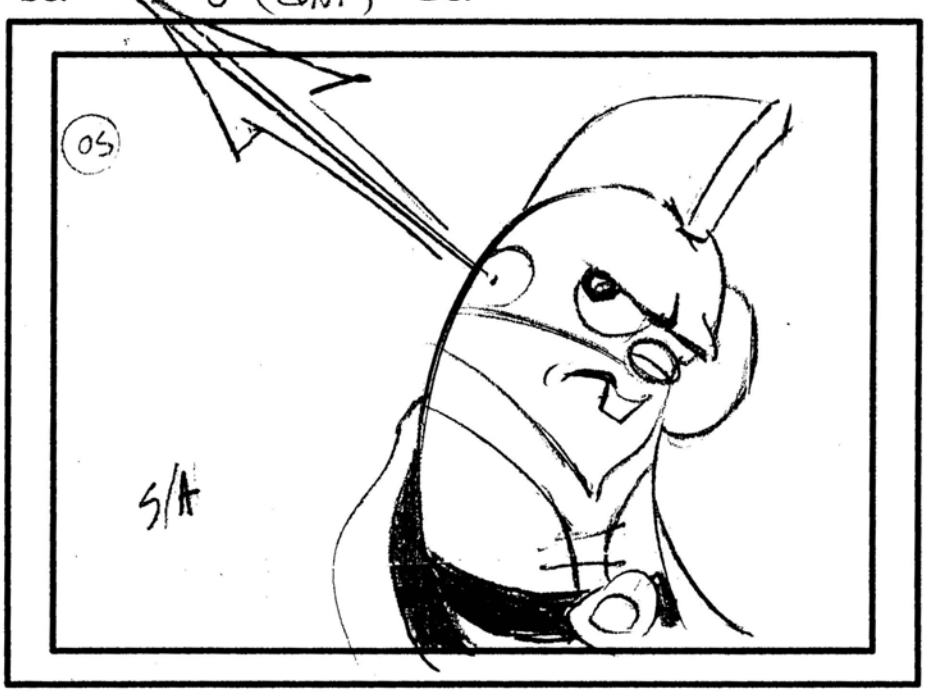
SC. 28 BG.



SC. 28 (CONT) BG.



Camera UPSHOT LARRY (WIDER FROM EARLIER) OS

CUT HU

Action PLUNGER RETRACTS INTO HELMET- LARRY FIRES PLUNGER

Dialog

Reuse

Slug

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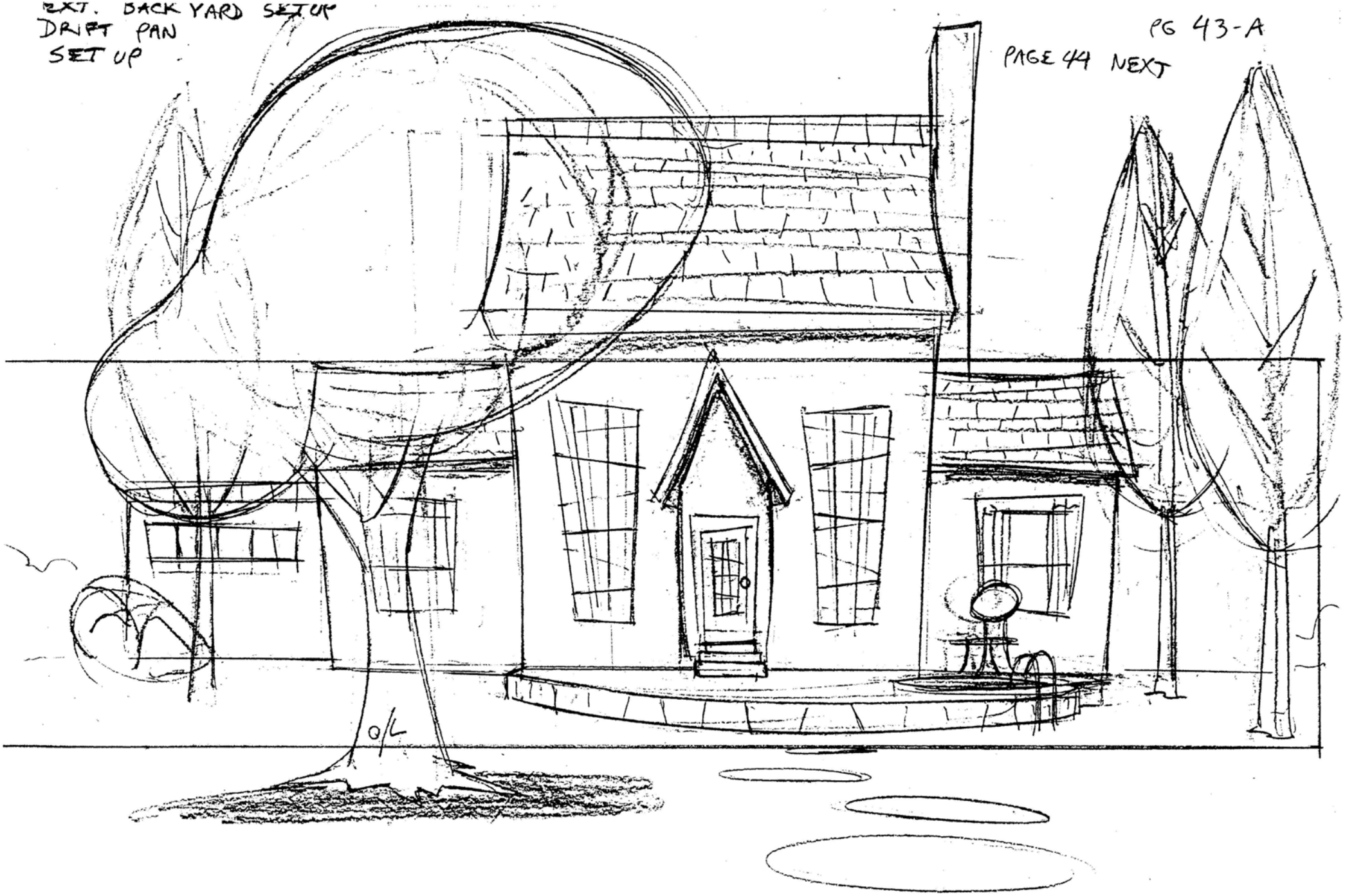
EXT. BACK YARD SET UP
DRIFT PAN
SET UP

PG 43-A

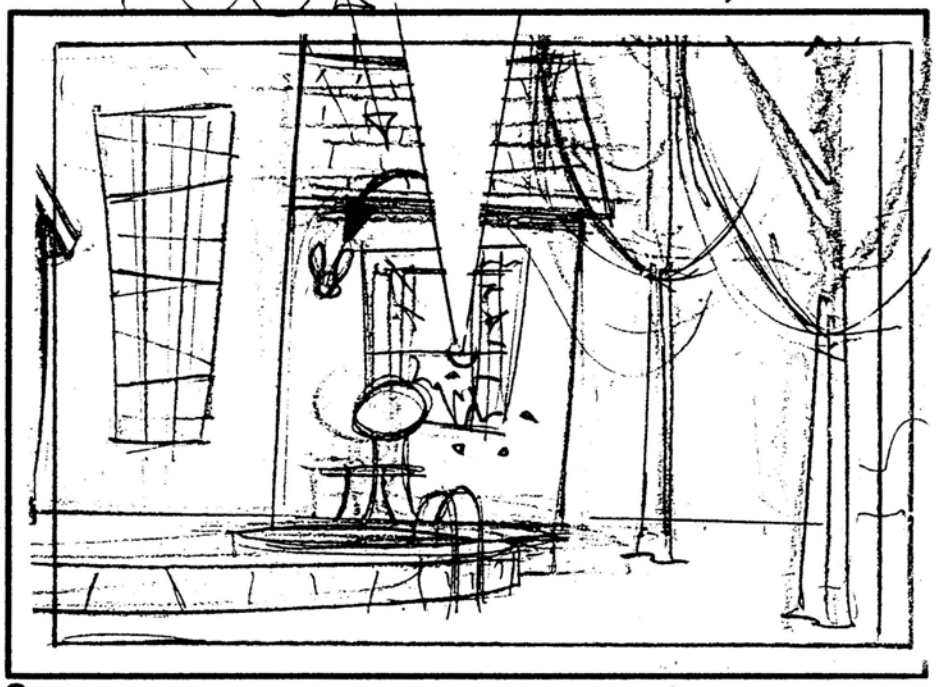
PAGE 44 NEXT



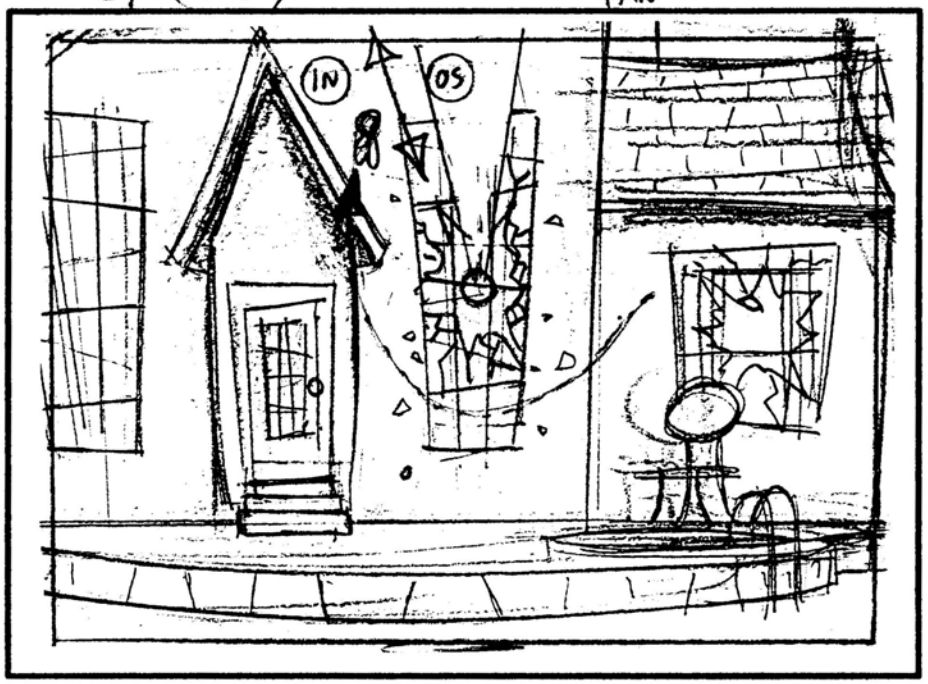
SHORT #1

Episode: SHORT 1 **Page** 44

SC. 29 (IN) (OS) BG. DRIFT PAN →



SC. 29 (CONT) BG. DRIFT PAN →



Camera BEGIN DRIFT PAN LEFT — CONTINUE PAN LEFT.

CUT

Action FLY DODGES AS PLUNGER ZIPS IN AND SHATTERS WINDOW, RETRACTS O.S. — REPEAT ACTION

NOTE: BG. IN SHADY SIDE OF HOUSE

Dialog

Reuse

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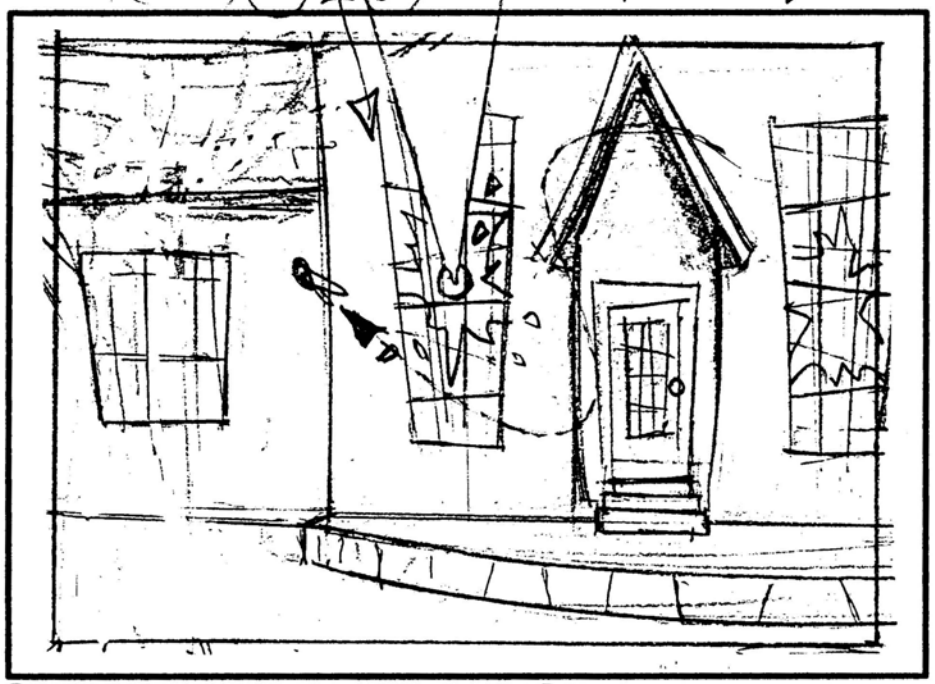
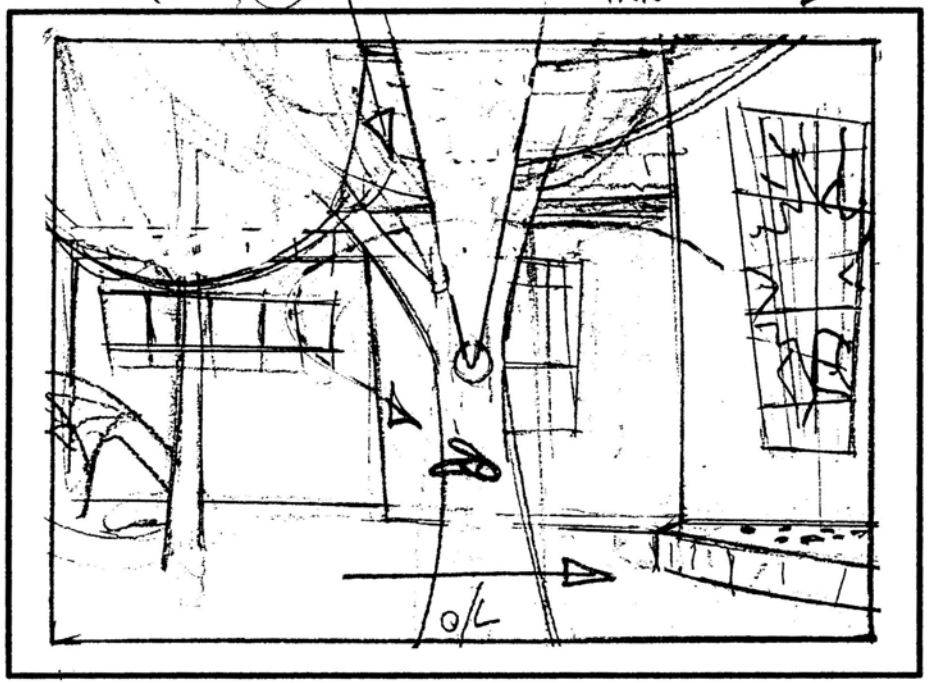
SC. 29 (CONT) (IN) (OS) BG. DRIFT PAN →



Camera CONTINUE PAN LEFT

SC. 29 (CONT) (IN) (OS) BG. DRIFT PAN →



CONTINUE PAN LEFT
F.G. TREE CROSSES RIGHT

Action REPEAT ACTION

PLUNGER STRIKES TREE, RETRACTS

Dialog

Reuse

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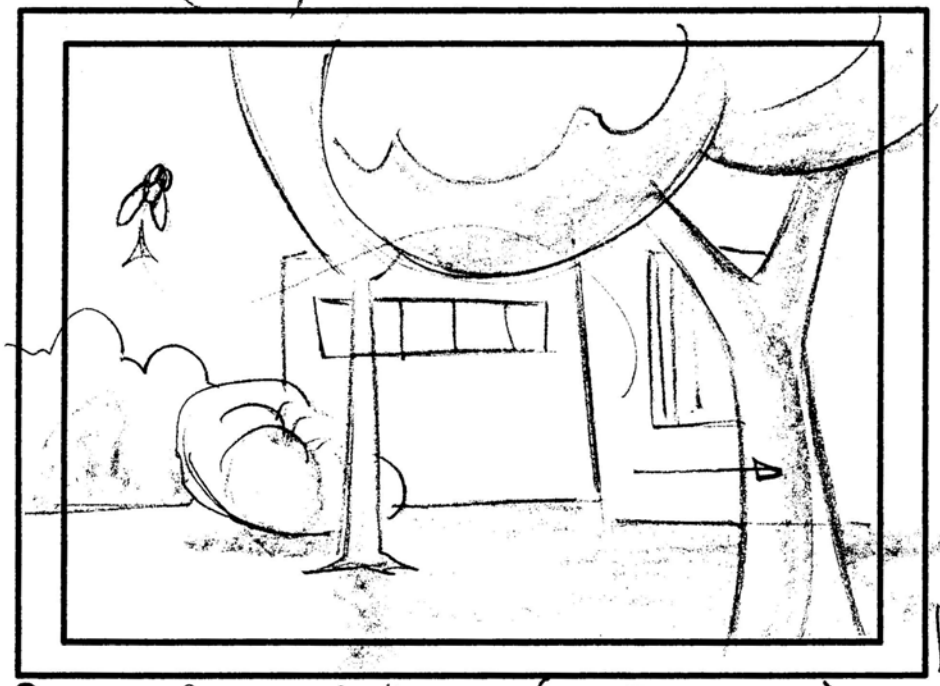
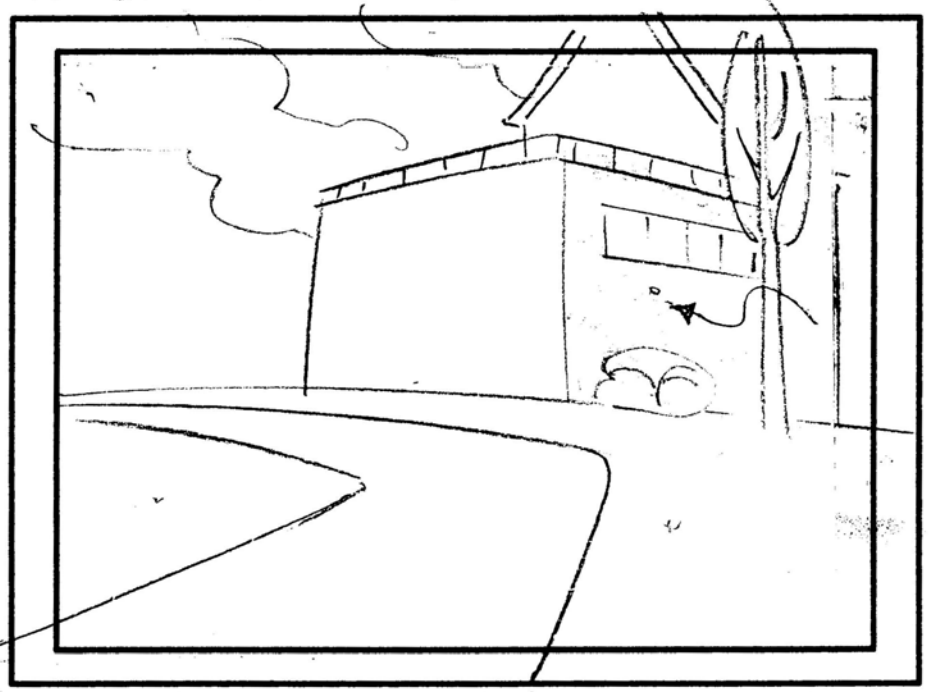
SC. 29 (CONT) BG. STOP PAN



SC. 30 BG.



HV

Camera PAN ENDS HERE. (CUT DURING PAN) CUT EXT. ROAD BY MANSION

DRIFT

Action END POSE FLY WINGS TOWARD ROAD.

Dialog

Reuse

Slug

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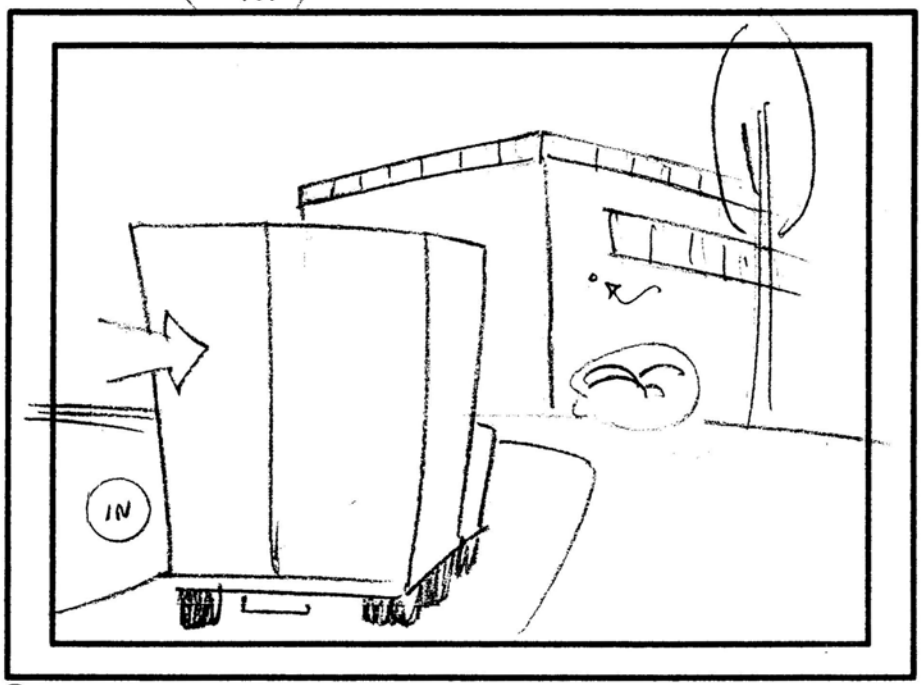
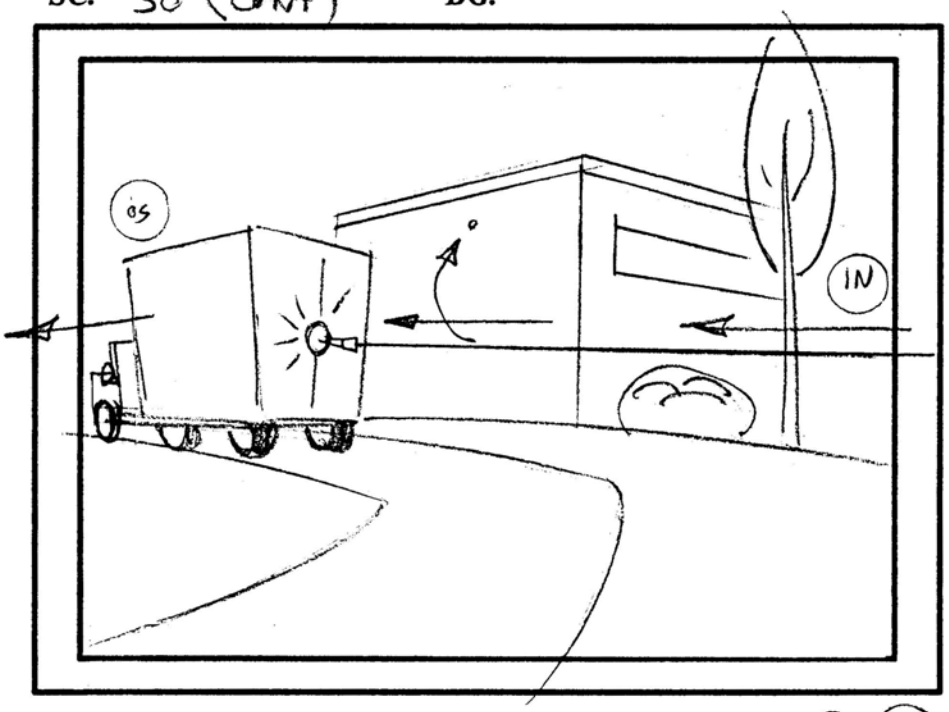
SC. 30 (CONT) BG.



SC. 30 (CONT) BG.



Camera MV CUT

Action TRUCK DRIVES INTO VIEW IN PERSPECTIVE 3/4 REAR

TRUCK ROUNDS CURVE. PLUNGER STRIKES REAR OF TRUCK. FLY DODGES PLUNGER

Dialog TRUCK DRIVES O.S., PULLING PLUNGER LINE.

Reuse

Slug

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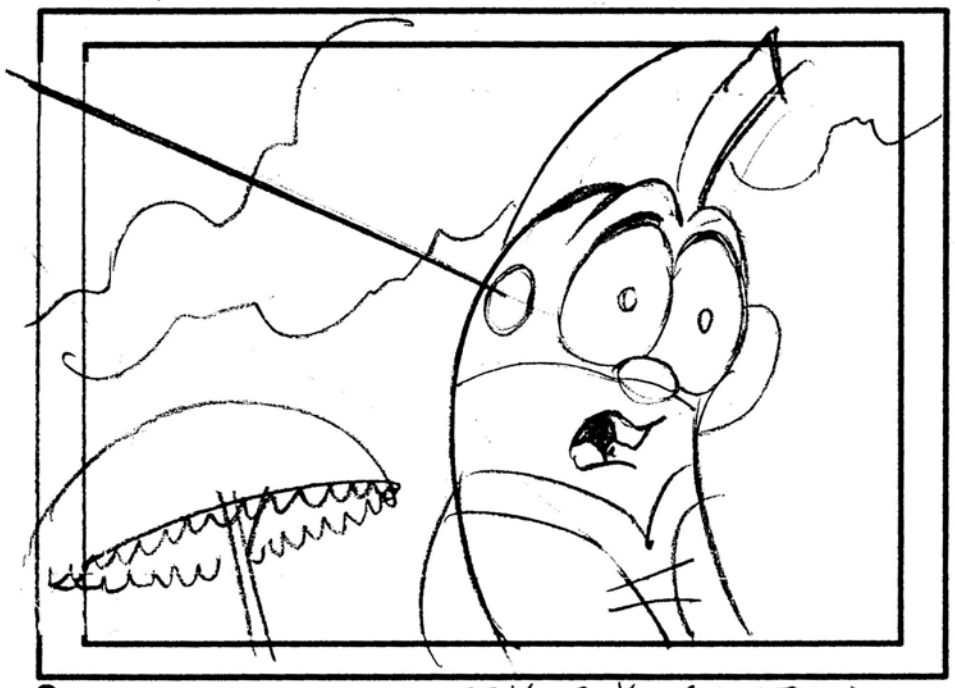
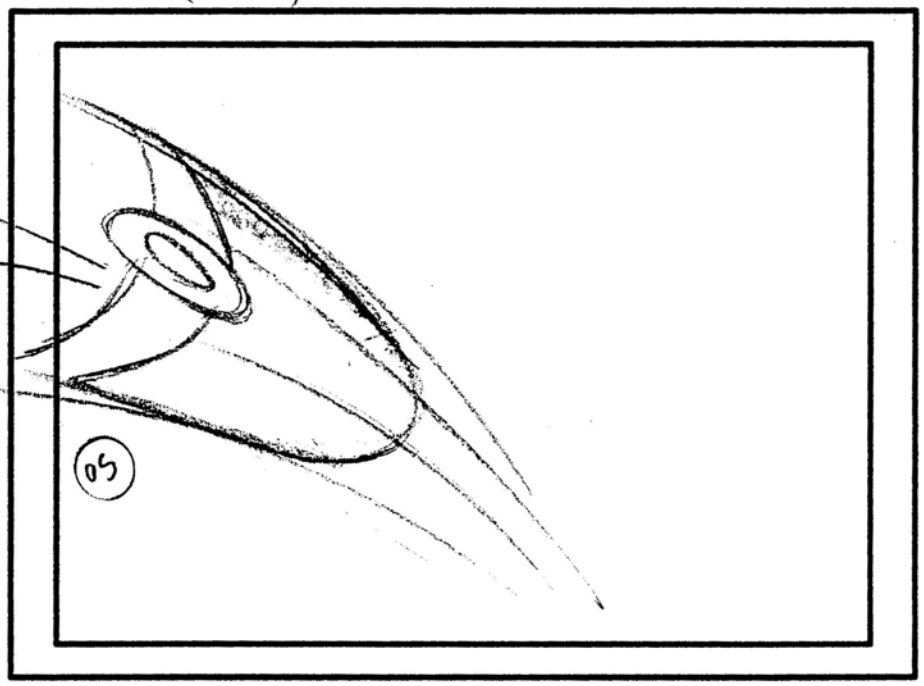
SC. 31 BG.



SC. 31 (CONT) BG.



Camera UPSHOT LARRY-BOY, STARTLED

HU CUT

CUT

Action START POSE

LARRY-BOY YANKED O.S.

Dialog

Reuse

Slug

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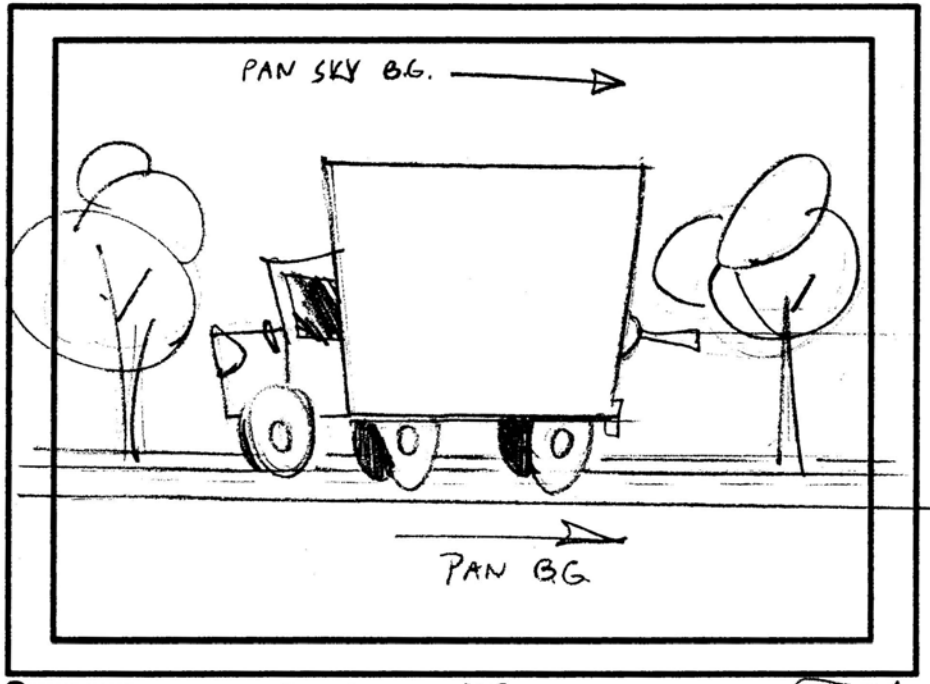
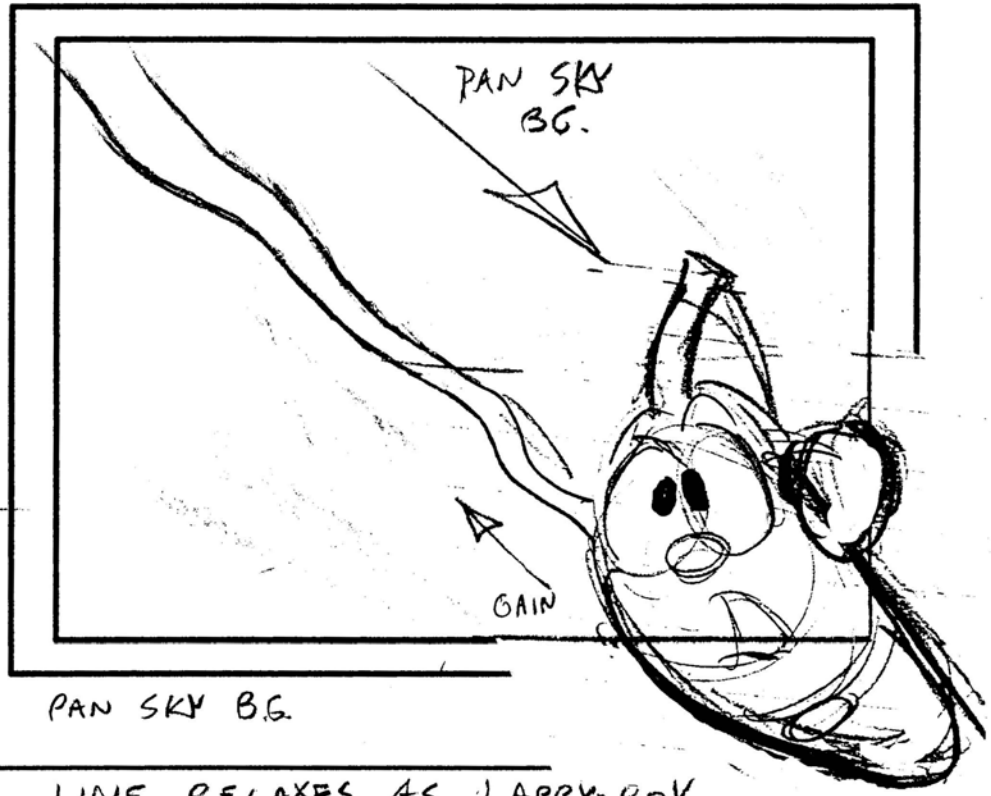
SC. 32 BG.



SC. 33 BG.



Camera EXT. ROAD - WIDE
(CUT) PAN WITH TRUCK

HU (CUT) PAN SKY BG.

Action TRUCK PULLING LINE

LINE RELAXES AS LARRY-BOY PULLED, GAINS THRU FRAME.

(SKETCH BY LARRY WHITAKER)

Dialog

Reuse

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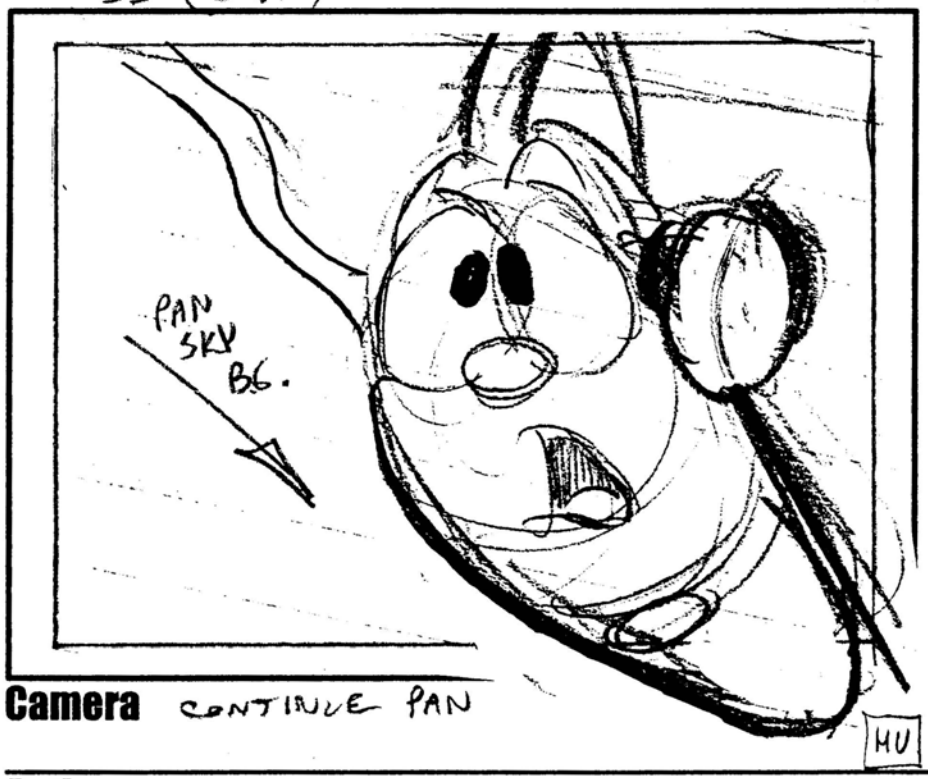
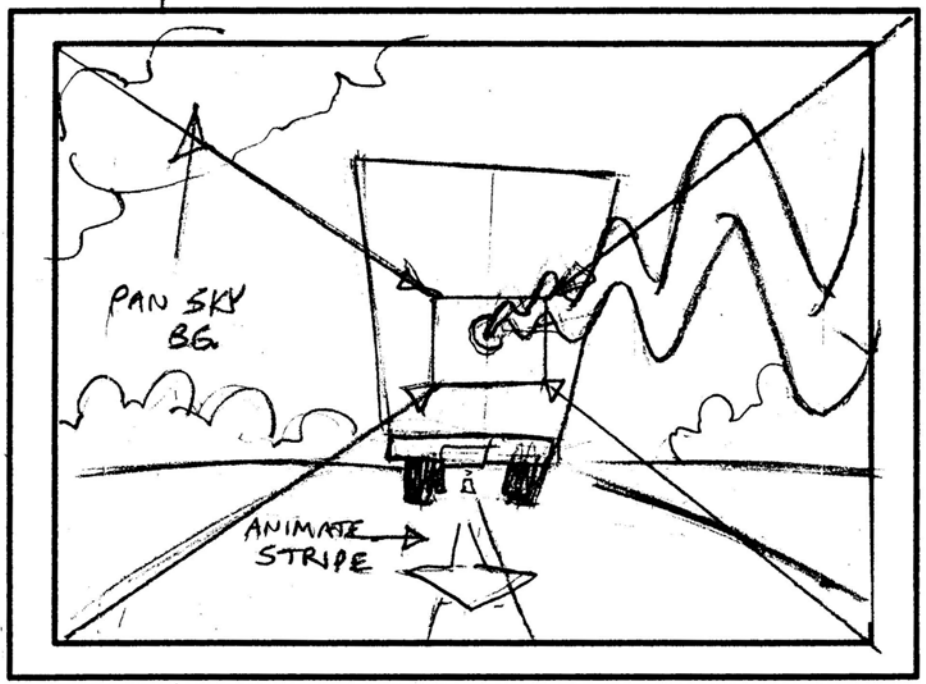
SC. 33 (CONT) *BG.*



HU CUT

SC. 34 *BG.*



Camera CONTINUE PAN

LARRY'S P.O.V
FAST DRIFT IN TO BACK OF TRUCK

Action LARRY YANKED CLOSER IN PERSPECTIVE.

ROAD (STRIPES) ANIMATES TOWARD CAMERA
PAN SKY BG. UP.

Dialog

PLUNGER ROPE ANIMATING.

Reuse

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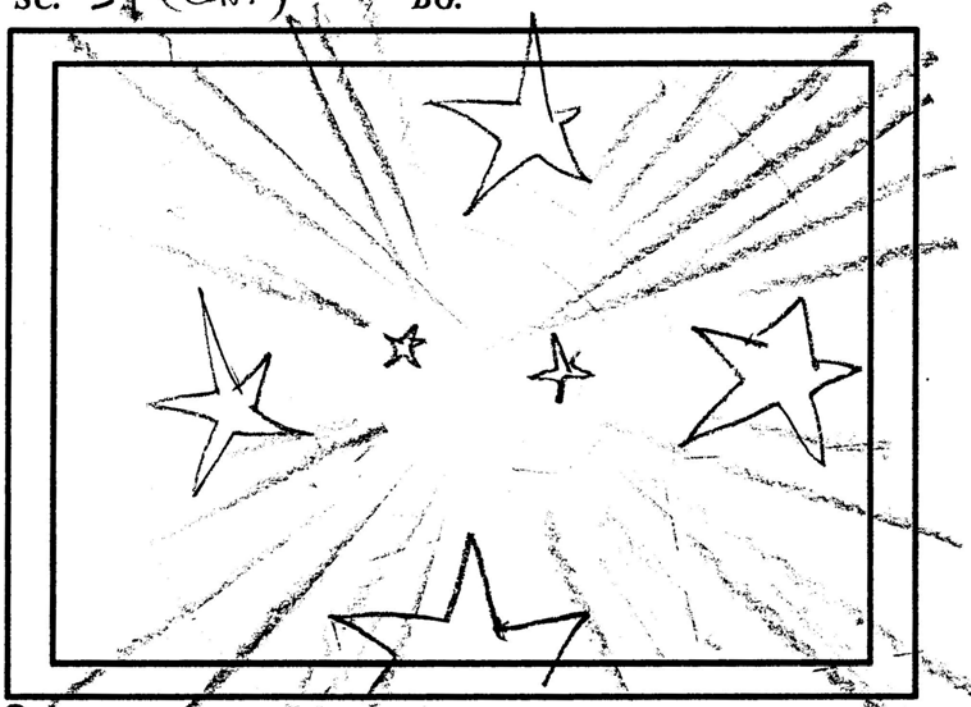
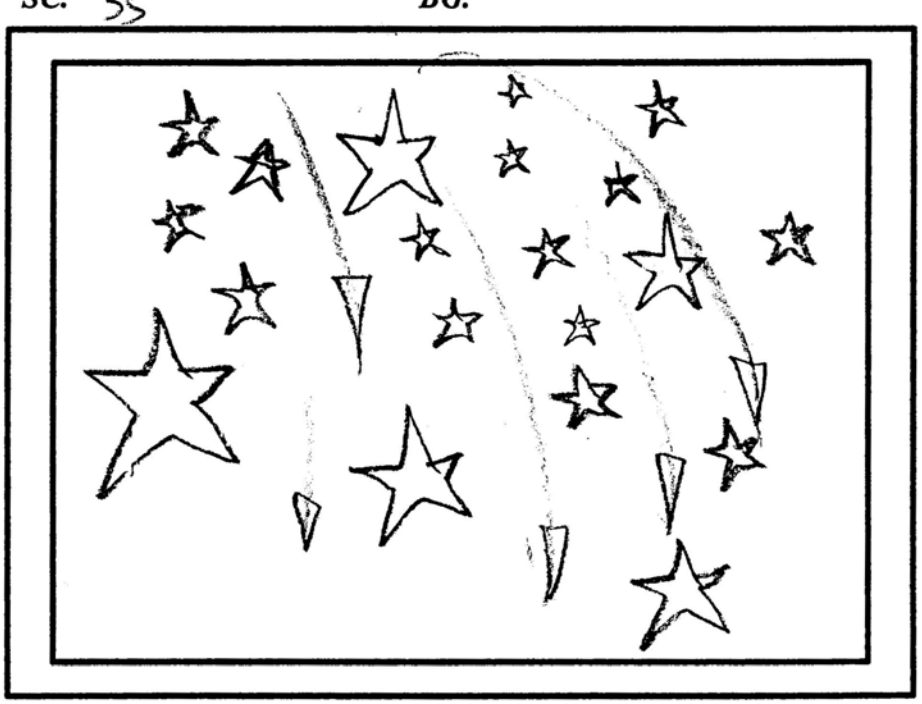
SC. 34 (CONT) BG.



SC. 35 BG.



Camera X-DISS X-DISS

Action IMPACT STARS STAR CASCADE

Dialog

Reuse

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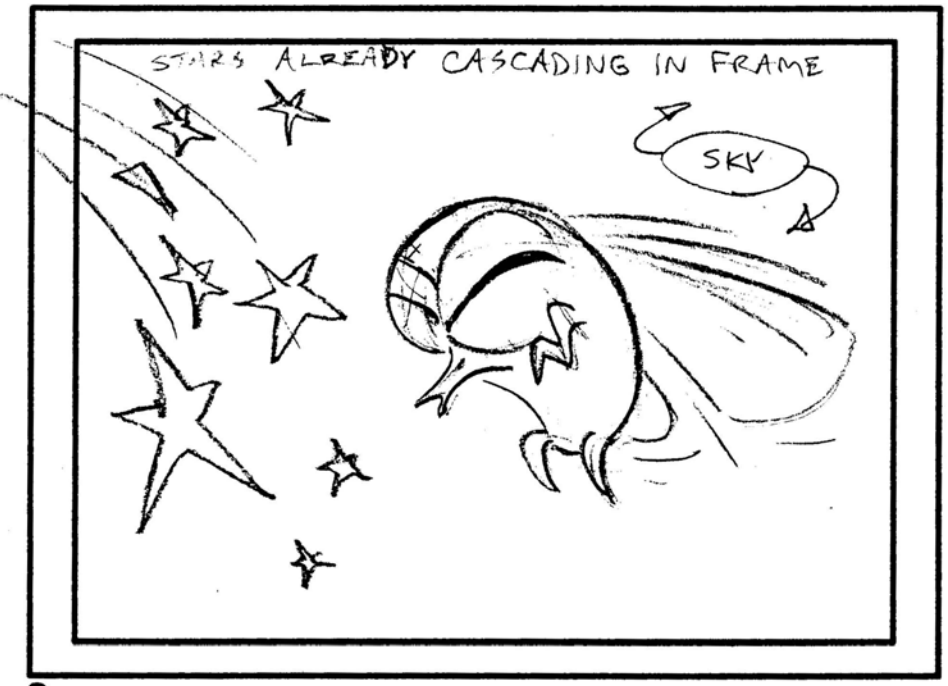
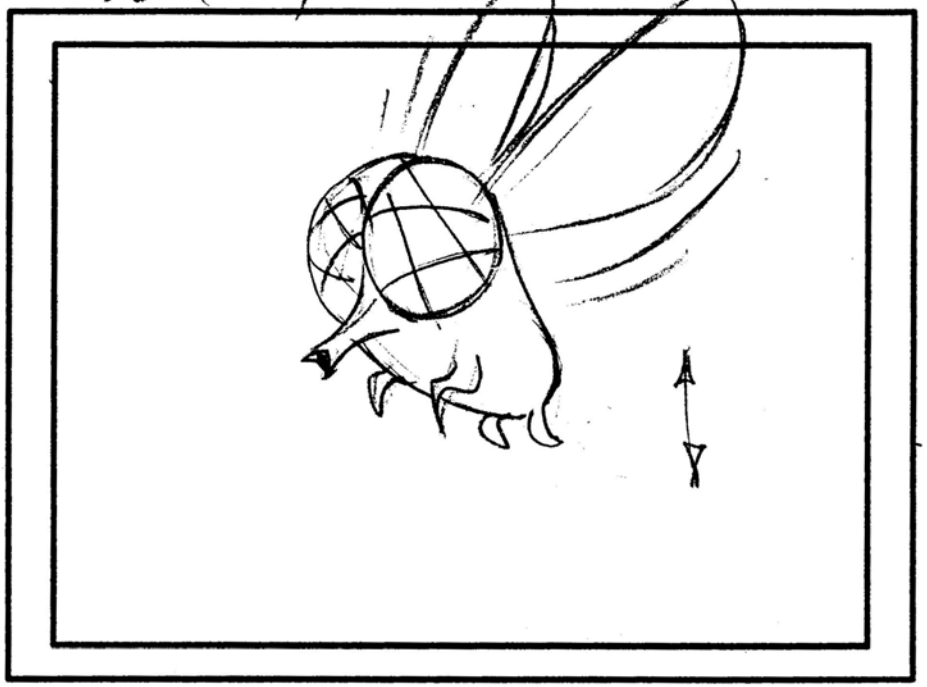
SC. 36 BG.



SC. 36 (CONT) BG.



Camera CLOSE ON FLY

X-DISS

CUT

Action FLY WINCES
STARS ALREADY CASCADING

FLY HOVERS

Dialog

Reuse

Slug

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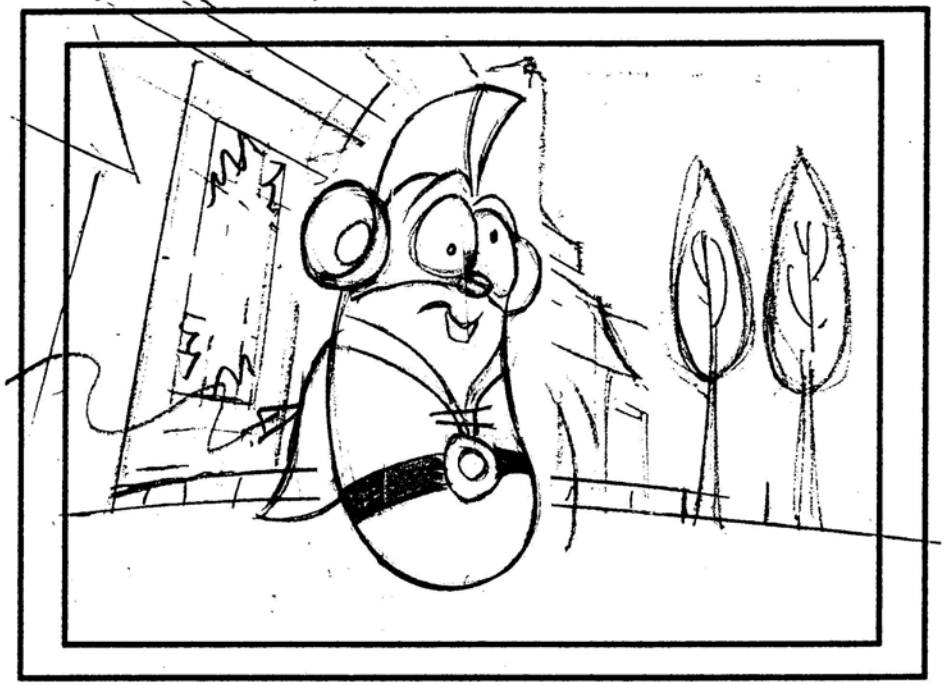
SC. 36-A BG.

SC. 36-A (CONT) BG.



Camera

(CUT) EXT. BACK YARD - SHADED

Action LARRY - BOY WOBBLES INTO VIEW, DAZED.

Dialog

Reuse

Slug

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Episode: SHORT 1

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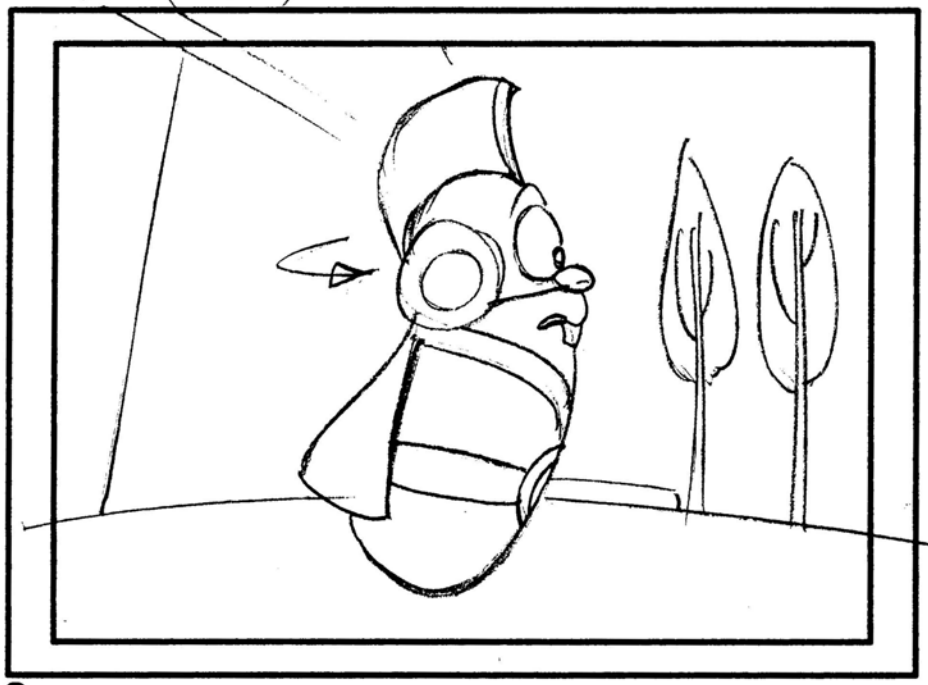
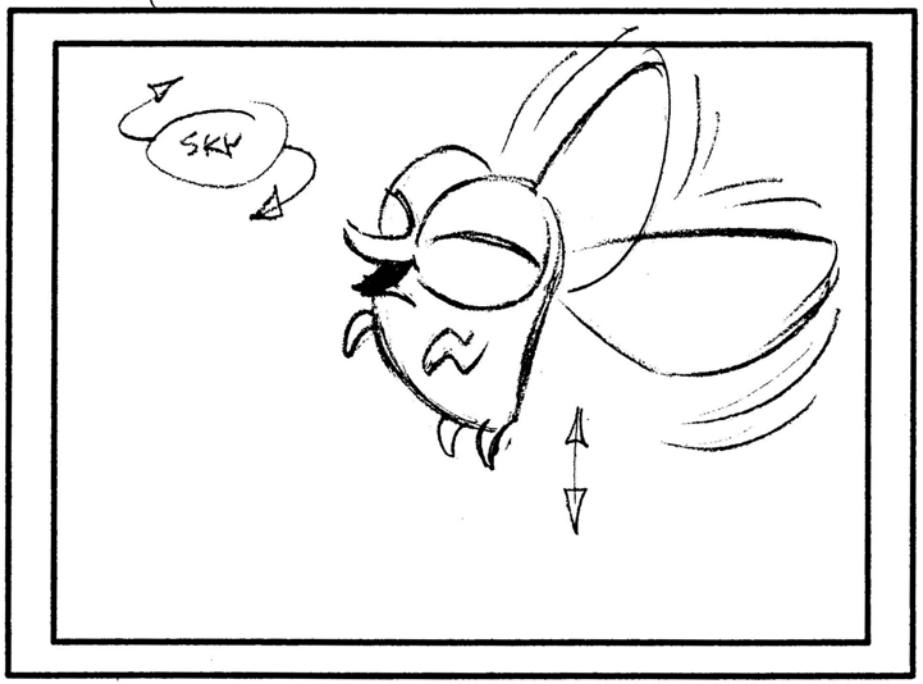
SC. 36-A (CONT) BG.



SC. 37 BG.



Camera (CUT) C.U. FLY LAUGHING (CUT)

Action L-B LOOKS TO SIDE

Dialog

SFX: FLY LAUGHING

Reuse

Slug

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